

Varnai, Cabalist Magus 9 – Spells

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
 Creates 25 square feet of ice.

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
 Creates torches or other lights.

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
 Detects all spells and magic items within 60 ft.

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
 Object shines like a torch.

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
 Performs minor tricks.

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)
 Ignites flammable objects.

Frostbite Magus 1

School: Transmutation [Cold]; **Components:** V, S; **Casting Time:** 1 action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Save:** None; **Resistance:** Yes
 Target takes cold damage and is fatigued.

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
 Wave of water bull rushes an enemy.

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
 Touch delivers 1d6/level electricity damage (max 5d6).

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)
 Grants a +2 bonus, +1 per four caster levels, on attack rolls to confirm a critical hit.

Vanish Magus 1

School: Illusion (Glamour); **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)
 As invisibility for 1 round/level (5 max).

Bladed Dash Magus 2

School: Transmutation; **Components:** V; **Casting Time:** 1 action;
Range: Personal; **Target:** You; **Duration:** Instantaneous
 Swiftly move 30 feet and attack one foe along the way.

Mirror Image Magus 2

School: Illusion (Figment); **Components:** V, S; **Casting Time:** 1 action; **Range:** Personal; **Target:** You; **Duration:** 1 min./level
 Creates decoy duplicates of you.

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
 Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).

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)
 You gain an additional +1 on attack rolls or to AC due to battlefield positioning.

Displacement Magus 3

School: Illusion (Glamour); **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)
 Attacks miss subject 50% of the time.

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)
 Subject flies at speed of 60 ft.

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.

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
 Touch deals 1d6 damage per two levels; caster gains damage as
 temporary hp.

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
 Wave of water bull rushes an enemy.

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
 Wave boosts creature's speed.

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
 Creates rolling sphere of water.

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
 Creates a geyser of boiling water.