

Acid Splash

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MAGUS

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - one missile of acid
Duration - instantaneous
Saving Throw - none; SR - no

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

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Arcane Mark

0

MAGUS

School - universal
Casting Time - 1 standard action
Components - V, S
Range - touch
Effect - one personal rune or mark, all of which must fit within 1 sq. ft.
Duration - permanent
Saving Throw - none; SR - no

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable.

See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell.

If an arcane mark is placed on a living being, the effect gradually fades in about a month.

Arcane mark must be cast on an object prior to casting instant summons on the same object (see that spell description for details).

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Dancing Lights

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MAGUS

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - Up to four lights, all within a 10-ft.-radius area
Duration - 1 minute
Saving Throw - none; SR - 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.

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Daze

0

MAGUS

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a pinch of wool or similar substance)
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature of 4 HD or less
Duration - 1 round
Saving Throw - Will negates; SR - yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

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Detect Magic

0

MAGUS

School - divination
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 1 min./level
Saving Throw - none; SR - 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 emanates 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

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Detect Magic (Cont.)

category, detect magic indicates the stronger of the two.

Spell or Object | Aura Power |

Faint | Moderate | Strong | Overwhelming |

Functioning spell (spell level) | 3rd or lower | 4th-6th | 7th-9th | 10th+ (deity-level) |

Magic item (caster level) | 5th or lower | 6th-11th | 12th-20th | 21st+ (artifact) |

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 | 1d6x10 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

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Detect Magic (Cont.)

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.

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Disrupt Undead

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MAGUS

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - ray
Duration - instantaneous
Saving Throw - none; SR - yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

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Flare

0

MAGUS

School - evocation
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Effect - burst of light
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare.

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Ghost Sound

0

MAGUS

School - illusion/figment
Casting Time - 1 standard action
Components - V, S, M (a bit of wool or a small lump of wax)
Range - close (25 ft. + 5 ft./2 levels)
Effect - illusory sounds
Duration - 1 round/level
Saving Throw - Will disbelief; SR - no

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

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Light

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MAGUS

School - evocation
Casting Time - 1 standard action
Components - V, M/DF (a firefly)
Range - touch
Target - object touched
Duration - 10 min./level
Saving Throw - none; SR - no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, 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.

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Mage Hand

0

MAGUS

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one nonmagical, unattended object weighing up to 5 lbs.
Duration - concentration
Saving Throw - none; SR - no

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

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Open/Close

0

MAGUS

School - transmutation
Casting Time - 1 standard action
Components - V, S, F (a brass key)
Range - close (25 ft. + 5 ft./2 levels)
Target - object weighing up to 30 lbs. or portal that can be opened or closed
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

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Ray of Frost

0

MAGUS

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - ray
Duration - instantaneous
Saving Throw - none; SR - yes

A ray of freezing air and ice projects from your pointing finger.

You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

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Read Magic

0

MAGUS

School - divination
Casting Time - 1 standard action
Components - V, S, F (a clear crystal or mineral prism)
Range - personal
Target - you
Duration - 10 min./level

You can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

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Spark

0

MAGUS

School - evocation
Casting Time - 1 standard action
Components - V or S
Range - close (25 ft. + 5 ft./2 levels)
Target - one Fine object
Duration - instantaneous
Saving Throw - Fortitude negates (object); SR - 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.

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Adjuring Step

1

MAGUS

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (a rabbit's foot)
Range - personal
Target - you
Duration - 1 round/level or until discharged

This spell creates a subtle and complicated force effect that is most effective when used by a still or slow-moving spellcaster or formula user. While you are subject to this spell, you can take two 5-foot steps each round and still cast spells and use spell-like abilities without provoke attacks of opportunity. This spell automatically discharges as soon as you make an attack, cast a harmful spell against another creature, or move more than 5 feet with a single move action. If the action that discharges the spell also provokes attacks of opportunity, that action still provokes attacks of opportunity as normal.

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Burning Hands

1

MAGUS

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - 15 ft.
Area - cone-shaped burst
Duration - instantaneous
Saving Throw - Reflex half; SR - yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

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Chill Touch

1

MAGUS

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature or creatures touched (up to one/level)
Duration - instantaneous
Saving Throw - Fortitude partial or Will negates; see text; SR - yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level.

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Color Spray

1

MAGUS

School - illusion/pattern
Casting Time - 1 standard action
Components - V, S, M (red, yellow, and blue powder or colored sand)
Range - 15 ft.
Area - cone-shaped burst
Duration - instantaneous; see text
Saving Throw - Will negates; SR - yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.) 3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round.

Sightless creatures are not affected by color spray.

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Corrosive Touch

1

MAGUS

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature or object touched
Duration - instantaneous
Saving Throw - none; SR - yes

Your successful melee touch attack deals 1d4 points of acid damage per caster level (maximum 5d4).

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Enlarge Person

1

MAGUS

School - transmutation
Casting Time - 1 round
Components - V, S, M (powdered iron)
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature
Duration - 1 min./level (D)
Saving Throw - Fortitude negates; SR - yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it-the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession

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Enlarge Person (Cont.)

(including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

Expeditious Retreat

1

MAGUS

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

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Feather Fall

1

School - transmutation
Casting Time - 1 immediate action
Components - V

MAGUS

Range - close (25 ft. + 5 ft./2 levels)
Target - one Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart
Duration - until landing or 1 round/level
Saving Throw - Will negates (harmless) or Will negates (object); SR - yes (object)

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

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Flare Burst

1

School - evocation/light
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Effect - 10-ft.-radius burst of light
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

MAGUS

This spell functions as flare, except it affects all creatures in a 10-foot-radius burst from the target point.

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Floating Disk

1

School - evocation
Casting Time - 1 standard action
Components - V, S, M (a drop of mercury)
Range - close (25 ft. + 5 ft./2 levels)
Effect - 3-ft.-diameter disk of force
Duration - 1 hour/level
Saving Throw - none; SR - no

MAGUS

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you.

The disk winks out of existence when the spell duration expires.

The disk also winks out if you move beyond its range or try to take the disk more than 3 feet away from the surface beneath it.

When the disk winks out, whatever it was supporting falls to the surface beneath it.

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Frostbite

1

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - none; SR - yes

MAGUS

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.

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Grease

1

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (butter)
Range - close (25 ft. + 5 ft./2 levels)
Target - one object or 10-ft. square
Duration - 1 min./level (D)
Saving Throw - see text; SR - no

MAGUS

A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed.

The spell can also be used to create a greasy coating on an item.

Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

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Hydraulic Push

1

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature or object
Duration - instantaneous
Saving Throw - none; SR - yes

MAGUS

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.

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Illusion of Calm

1

School - illusion/figment
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 minute/level
Saving Throw - Will disbelieve (on hit; see below); SR - no

MAGUS

When casting this spell, you create an illusory double that takes the same space of you. That double makes it look like you are standing still, even when you are not. While under the effects of this spell, you do not provoke attacks of opportunity when you cast a spell, make a ranged attack with a thrown weapon, or move out of your first square during a move action. It does not hide ranged attacks made with any type of projectile weapon. When a creature hits you with an attack of any type, it gains a saving throw to disbelieve the figment. On a successful saving throw, it successfully disbelieves and the spell's effect ends for that creature.

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Jump

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a grasshopper's hind leg)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

MAGUS

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

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Jury-Rig

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a pinch of tree resin)
Range - touch
Target - one broken object of up to 2 lbs./level
Duration - 1 round/level
Saving Throw - Will negates (harmless, object);
SR - yes (harmless, object)

When you cast this spell, a spectral force binds a broken weapon together, relieving the broken condition for a short time. While under the effects of this spell, an item with the broken condition suffers no adverse effects from that condition, and is treated as if it is not broken. The object regains no hit points, and damage can still destroy the object.

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Lock Gaze

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

You compel the target to look at you and only you for the spell's duration or until the spell is discharged. While staring at you, the target is considered to be averting its eyes from every creature but you, granting creatures other than you concealment against the target's attacks. If the target willingly leaves your line of sight, it is blinded for 1 round and the spell ends. If you willingly leave the target's line of sight or become unconscious or dead, the spell creature suffers no ill effects. Blind creatures and creatures immune to gaze attacks are immune to this spell.

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Longshot

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a piece of fletching)
Range - personal
Target - you
Duration - 1 minute/level

This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.

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Magic Missile

1

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - up to five creatures, no two of which can be more than 15 ft. apart
Duration - instantaneous
Saving Throw - none; SR - yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment.

Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures.

A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

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Magic Weapon

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - weapon touched
Duration - 1 min./level
Saving Throw - Will negates (harmless, object);
SR - yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.

You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

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Mirror Strike

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a shard of mirror)
Range - personal
Target - you
Duration - see text

You briefly alter the flow of time to split a melee attack into two attacks. Before the end of your next turn, when you make your next melee attack roll, compare the result to the AC of two opponents within your reach. If the selected opponents are flanking you, you gain a +2 bonus on your attack roll (and confirmation attack roll, see below). If you hit both enemies, you can deal half damage to each. Hitting only one opponent allows you to deal that opponent normal damage for your attack. On a critical threat, you can make only one attack roll to confirm the critical hit against both opponents. If you confirm against both, you deal half your critical hit damage to each. Your hit is a normal hit rather than a critical if you confirm against only one opponent. If you fail to use the effect before the end of your next turn, the spell ends.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Mount

1

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, M (a bit of horse hair)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one mount
Duration - 2 hours/level
Saving Throw - none; SR - no

You summon a light horse or a pony (your choice) to serve you as a mount (see the Pathfinder RPG Bestiary). The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Negative Reaction

1

School - illusion/glamour
Casting Time - 1 standard action
Components - S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

The target's actions and words fail to impress. The target of this spell takes a -10 penalty on any Bluff, Diplomacy, and Intimidate checks as well as any performance combat checks it attempts.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Obscuring Mist

1

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - 20 ft.
Effect - cloud spreads in 20-ft. radius from you, 20 ft. high
Duration - 1 min./level
Saving Throw - none; SR - no

MAGUS

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Ray Of Enfeeblement

1

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - ray
Duration - 1 round/level
Saving Throw - Fortitude half; SR - yes

MAGUS

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5).

The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Reduce Person

1

School - transmutation
Casting Time - 1 round
Components - V, S, M (a pinch of powdered iron)
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature
Duration - 1 min./level (D)
Saving Throw - Fortitude negates; SR - yes

MAGUS

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles

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Reduce Person (Cont.)

deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person.

Reduce person can be made permanent with a permanency spell.

Reinforce Armaments

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a metal pin)
Range - touch
Target - one armor suit or weapon touched
Duration - 10 minutes/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

MAGUS

You reinforce a weapon or armor suit to give it a temporarily upgrade or mitigate the fragile quality (see page 146). A suit of armor or weapon touched that has the fragile quality is not considered to have the fragile quality for the spell's duration. Normal armor suits or weapons subjected to this spell instead gain the masterwork quality for the spell's duration and their hardness is doubled. If this spell is cast on masterwork or magical armor or weapons, their hardness is doubled for the duration of the spell.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Returning Weapon

1

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one weapon that can be thrown
Duration - 1 minute/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

MAGUS

For the duration of the spell, the target weapon acts as if it had the returning weapon special ability (see page 471 of the Core Rulebook). This spell can be used as the prerequisite for the returning weapon special ability.

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Shield

1

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level

MAGUS

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.

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Shock Shield

1

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 minutes/level (D)

MAGUS

This spell creates an invisible shield similar to but not as strong as the shield spell. This shield hovers in front of you and negates magic missile attacks directed at you. The disk provides a +2 shield bonus to AC. This bonus applies against incorporeal touch attacks. At any time, as a free action, you may dismiss your shield, at which point it deals 1d6 points of electrical damage to all creatures within a 5-foot burst, including you. A Reflex saving throw halves the damage.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Shocking Grasp

1

MAGUS

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature or object touched
Duration - instantaneous
Saving Throw - none; SR - 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).

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Silent Image

1

MAGUS

School - illusion/figment
Casting Time - 1 standard action
Components - V, S, F (a bit of fleece)
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
Saving Throw - Will disbelief (if interacted with); SR - no

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Stone Fist

1

MAGUS

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a chip of granite)
Range - personal
Target - you
Duration - 1 minute/level (D)

This spell transforms your hands into living stone. While this spell is in effect, your unarmed strikes do not provoke attacks of opportunity and deal 1d6 points of lethal bludgeoning damage (1d4 if you are Small). In addition, your unarmed strikes ignore the hardness of any object with a hardness less than 8.

Stone to flesh immediately dispels stone fist. Should you be the target of transmute rock to mud, this spell immediately ends and you take 4d6 points of damage.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

True Strike

1

MAGUS

School - divination
Casting Time - 1 standard action
Components - V, F (small wooden replica of an archery target)
Range - personal
Target - you
Duration - see text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus.

Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Unerring Weapon

1

MAGUS

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 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
Saving Throw - Will negates (harmless, object); SR - 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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Unseen Servant

1

MAGUS

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a piece of string and a bit of wood)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one invisible, mindless, shapeless servant
Duration - 1 hour/level
Saving Throw - none; SR - no

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim (though it can walk on water). Its base speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

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Vanish

1

MAGUS

School - illusion/glamour
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 round/level (up to 5 rounds) (D)
Saving Throw - Will negates (harmless); SR - 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.

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Warding Weapon

1

MAGUS

School - abjuration
Casting Time - 1 standard action
Components - V, S, F (one melee weapon you are proficient in and you are holding)
Range - personal
Target - you
Duration - 1 round/level

The focus of this spell flies upward above your head and takes a defensive position within your space. It lunges at opponents, as if guided by a martially trained hand, parrying and turning back melee attacks aimed at you, but does not strike back at any opponent nor does it damage them. The weapon serves only as a defense. While it protects you, you can cast spells without provoking attacks of opportunity, without the need to cast them defensively. A creature with the Disruptive feat (Core Rulebook 122) can easily bypass this spell's defenses. You provoke attacks of opportunity for casting spells against these creatures even when subject to this spell, though you can still choose to cast defensively.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Ablative Barrier

2

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a piece of metal cut from a shield)
Range - touch
Target - creature touched
Duration - 1 hour/level or until discharged
Saving Throw - Will negates (harmless); SR - no

Invisible layers of solid force surround and protect the target, granting that target a +2 armor bonus to AC. Additionally, the first 5 points of lethal damage the target takes from each attack are converted into nonlethal damage. Against attacks that already deal nonlethal damage, the target gains DR 5/-. Once this spell has converted 5 points of damage to nonlethal damage per caster level (maximum 50 points), the spell is discharged.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Acid Arrow

2

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (rhubarb leaf and an adder's stomach), F (a dart)
Range - long (400 ft. + 40 ft./level)
Effect - one arrow of acid
Duration - 1 round + 1 round per three levels
Saving Throw - none; SR - no

An 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 you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Alter Self

2

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 min./level

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity.

Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

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Animal Aspect

2

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M/DF (a part of the animal)
Range - personal
Target - you
Duration - 1 minute/level (D)
Saving Throw - none; SR - yes (harmless)

You gain some of the beneficial qualities of an animal. Your base form is largely unchanged and your size is unaltered, but some of your body parts are altered. Armor or gear you are wearing adjusts to your new shape for the duration of the spell. When you cast animal aspect, choose one of the following animals to gain the associated benefits. You can only have one animal aspect or greater animal aspect spell active on you at a time. Frog: Your legs become elongated and muscular. You gain a +4 competence bonus on Acrobatics checks, and you always jump as if you had a running start. Gorilla: Your arms become long, flexible, and strong like those of a great ape. Your unarmed damage die type increases by one step, and you gain a +4 competence bonus on combat maneuver checks when making the grapple or reposition combat maneuver. Monkey: Your hands and arms become dexterous like those of a simian. You gain a +4 competence bonus on Climb checks, and you can throw objects as if you had the Throw Anything feat. Otter: Your hands and feet gain webbing, and your lungs gain capacity, allowing you to move through the water with ease. You gain a Swim speed equal to half your speed, and all the benefits of having a swim speed. Additionally, you can hold your breath for 4

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Animal Aspect (Cont.)

rounds per point of Constitution before being forced to make Constitution checks to keep holding your breath. Raccoon: Your hands become extremely dexterous, and your feet become padded. You gain a +2 competence bonus on Disable Device, Sleight of Hand, and Stealth checks. Raptor: Your legs become built for running speed, like those of a deinonychus. You gain an enhancement bonus of +20 feet to your base speed. Tree Lizard: Your hands and feet gain climbing claws and climbing pads. You gain a climb speed equal to half your normal speed and all the benefits of having a natural climb speed.

Bear's Endurance

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a few hairs, or a pinch of dung, from a bear)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - 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 are.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Bestow Weapon Proficiency

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (pieces of shaved metal)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

You bestow the subject with the ability to use a single type of weapon he is not proficient in as if he were proficient with that weapon. The weapon can be of any type, including an exotic weapon, but the subject of the spell must be holding the weapon.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Blood Transcription

2

School - divination
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - one dead spellcaster
Duration - 24 hours
Saving Throw - none; SR - no

By consuming 1 pint of blood from a spellcaster killed within the last 24 hours, you can attempt to learn a spell that spellcaster knew. Select one spell available to the dead spellcaster (this must be a spell on your spell list); you gain the knowledge of this spell for 24 hours. During this time, you may write it down (or teach it to your familiar, if you are a witch) using the normal rules for copying a spell from another source. Once you have learned it, you may prepare the spell normally.

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Blur

2

School - illusion/glamer
Casting Time - 1 standard action
Components - V
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

MAGUS

The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject concealment (20% miss chance).

A see invisibility spell does not counteract the blur effect, but a true seeing spell does.

Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

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Brow Gasher

2

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Area - one slashing melee weapon touched
Duration - 1 round/level or until discharged
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

MAGUS

You imbue a slashing melee weapon with the ability to deal a gruesome head wound. When the target weapon hits a living creature, in addition to the normal effects of that hit, the wielder can discharge this spell as a free action to open a gash on the target's forehead that deals bleed damage equal to half your caster level. At the start of each of the target's turns, when it takes bleed damage, it also takes a cumulative -1 penalty on all attack rolls. When that penalty reaches -3, the target also treats all targets as having concealment (20% miss chance). When the penalty reaches -5, the target is blinded. Stopping the bleed damage ends the effects this spell imposes on the bleeding creature. A target that is immune to bleed damage is also immune to all this spell's effects.

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Bull's Strength

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a few hairs, or a pinch of dung, from a bull)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

MAGUS

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.

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Burning Gaze

2

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (eye of a mundane salamander)
Range - personal
Target - you
Duration - 1 round/level
Saving Throw - Fortitude negates (see text); SR - yes

MAGUS

Your eyes burn like hot coals, allowing you to set objects or foes alight with a glance.

As a standard action as long as this spell's effects persist, you may direct your burning gaze against a single creature or object within 30 feet of your location. Targeted creatures must succeed at a Fortitude save or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a Reflex save or catch fire.

Each round, burning creatures may attempt a Reflex save to quench the flames; failure results in another 1d6 points of fire damage. Flammable items worn by a creature must also save or take the same damage as the creature. If a creature or object is already on fire, it suffers no additional effects from burning gaze.

Note that this spell does not grant an actual gaze attack; foes and allies are not in danger of catching on fire simply by meeting your gaze.

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Cat's Grace

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (pinch of cat fur)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

MAGUS

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.

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Darkness

2

School - evocation
Casting Time - 1 standard action
Components - V, M/DF (bat fur and a piece of coal)
Range - touch
Target - object touched
Duration - 1 min./level (D)
Saving Throw - none; SR - no

MAGUS

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness.

Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness.

If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level.

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Defensive Shock

2

School - evocation
Casting Time - 1 standard action
Components - V, S, M (a hollow metal sphere)
Range - personal
Target - you
Duration - 1 minute/level or until discharged

MAGUS

Electrical energy floods your body, shocking the next creature that touches you. Any creature striking you with its body or a handheld weapon takes 1d6 points of electricity damage per two caster levels (maximum 6d6). If the attacker has spell resistance, it applies against this damage. Each time the spell discharges, the number of damage dice it deals is halved (rounded down); when the spell's damage dice reach 0, the spell ends.

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Effortless Armor

2

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 minute/level

MAGUS

Armor you wear no longer reduces your speed. You also reduce the armor's armor check penalty by 1 + 1 per five caster levels (maximum 5).

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Elemental Touch

2

School - evocation
Casting Time - 1 standard action
Components - V, S, M (a bit of the chosen element: earth, water, air, or fire)
Range - personal
Target - you
Duration - 1 round/level (D)
Saving Throw - see text; SR - no

MAGUS

Upon completing the casting of this spell, elemental energy infuses your hands. Choose an energy type: acid, cold, electricity, or fire. You gain a melee touch attack causing 1d6 points of damage of that energy type, along with a special effect described below. You also deal energy damage and the related special effect when you attack with your hands using an unarmed strike, a single claw, or a single slam attack. This bonus damage can never apply to multiple weapons.

Acid: Your touch attack causes 1 point of ongoing acid damage per round for 1 round per three caster levels. The target must make a Fortitude save or be sickened for the duration of the ongoing acid damage.

Cold: The target must make a Fortitude save or be fatigued.

A creature that is already fatigued suffers no additional effect.

Electricity: The target must make a Fortitude save or be staggered for 1 round.

Fire: Your hands ignite and shed light as a torch. Your

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Elemental Touch (Cont.)

touch may cause targets to catch on fire (Core Rulebook 444).

Subsequent attacks inflict the normal damage, but the additional effects do not stack. This spell grants no special protection to anything held in or worn on your hands. When you cast this spell to deal acid, cold, electricity, or fire damage, it is a spell of that type.

Fire Breath

2

School - evocation
Casting Time - 1 standard action
Components - V, S, M (a chili pepper)
Range - 15 ft.
Area - cone-shaped burst
Duration - 1 round/level or until discharged; see text
Saving Throw - Reflex half; see text; SR - yes

MAGUS

Up to thrice during this spell's duration, you can belch forth a cone of fire as a standard action. The first cone deals 4d6 points of fire damage to every creature in the area. The second cone of flame deals 2d6 points of fire damage to every creature in the area. The third cone of flame deals 1d6 points of fire damage to every creature in the area. A successful Reflex save halves this damage. After the third cone of flame, the spell ends.

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Flaming Sphere

2

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (tallow, brimstone, and powdered iron)
Range - medium (100 ft. + 10 ft./level)
Effect - 5-ft.-diameter sphere
Duration - 1 round/level
Saving Throw - Reflex negates; SR - yes

MAGUS

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Fog Cloud

2

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft. level)
Effect - fog spreads in 20-ft. radius
Duration - 10 min./level
Saving Throw - none; SR - no

MAGUS

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Frigid Touch

2

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - none; SR - yes

MAGUS

This spell causes your hand to glow with a pale blue radiance. Your melee touch attack deals 4d6 points of cold damage and causes the target to be staggered for 1 round.

If the attack is a critical hit, the target is staggered for 1 minute instead.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Glitterdust

2

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (ground mica)
Range - medium (100 ft. + 10 ft./level)
Area - creatures and objects within 10-ft.-radius spread
Duration - 1 round/level
Saving Throw - Will negates (blinding only); SR - no

MAGUS

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. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a -40 penalty on Stealth checks.

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Gust Of Wind

2

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Effect - line-shaped gust of severe wind emanating out from you to the extreme of the range
Duration - 1 round
Saving Throw - Fortitude negates; SR - yes

MAGUS

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. All flying creatures in this area take a -4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 x 10 feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet.

Small creatures are knocked prone by the force of the wind.

Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check.

Large or larger creatures may move normally within a gust of wind effect.

This spell can't move a creature beyond the limit of it's

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Gust Of Wind (Cont.)

range.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and Perception 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 in 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.

Invisibility

2

School - illusion/glamour
Casting Time - 1 standard action
Components - V, S, M/DF (an eyelash encased in gum arabic)
Range - personal or touch
Target - you or a creature or object weighing no more than 100 lbs./level
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless) or Will negates (harmless, object); SR - yes (harmless) or yes (harmless, object)

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.

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Invisibility (Cont.)

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.

Levitate

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, F (a leather loop or golden wire bent into a cup shape)
Range - personal or close (25 ft. + 5 ft./2 levels)
Target - you or one willing creature or one object (total weight up to 100 lbs./level)
Duration - 1 min./level
Saving Throw - none; SR - 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.

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Minor Image

2

School - illusion/figment
Casting Time - 1 standard action
Components - V, S, F (a bit of fleece)
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); SR - no

This spell functions like silent image, except that minor image includes some minor sounds but not understandable speech.

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Mirror Image

2

School - illusion/figment
Casting Time - 1 standard action
Components - V, S
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).

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Mount, Communal

2

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, M (a bit of horse hair)
Range - close (25 ft. + 5 ft./2 levels)
Effect - up to six mounts
Duration - 2 hours/level (D)
Saving Throw - none; SR - no

This spell functions like mount, except you can summon up to six light horses or ponies, and you divide the duration in 2-hour increments among the steeds summoned.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Pilfering Hand

2

School - evocation
Casting Time - 1 standard action
Components - S
Range - close (25 ft. + 5 ft./2 levels)
Target - one object
Duration - see text
Saving Throw - none; SR - yes (object)

You create and control an invisible telekinetic force, manipulating it with either startling abruptness or careful deliberateness, allowing you to seize an object from an opponent or remotely manipulate an object. You can utilize this force to one of two ends. **Abrupt Maneuver:** You instantaneously attempt a disarm or steal combat maneuver against a target within range. Use your caster level as your Combat Maneuver Bonus, adding your Charisma modifier (bard, oracle, sorcerer), Intelligence modifier (magus, wizard), or Wisdom modifier (cleric) in place of your Strength or Dexterity modifier. This combat maneuver attempt does not provoke an attack of opportunity from its target, but casting this spell might. If you are successful, you pull the target object to you, and if you have enough hands free, you can catch it. Otherwise, the object lands in your square as if you dropped it. **Careful Maneuver:** You attempt a Disable Device check or a Sleight of Hand check to pick-pocket a target within range. This spell lasts as long as you need to accomplish the task, requiring your full concentration for that duration. Once you resolve the skill check, the spell ends. If you are successful on your Sleight of Hand check, you pull the target object to you as with an abrupt maneuver. The target gains a +2 bonus on its Perception check to notice the successful attempt.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Pyrotechnics

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (one fire source)
Range - long (400 ft. + 40 ft./level)
Target - one fire source, up to a 20-ft. cube
Duration - 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text
Saving Throw - Will negates or Fortitude negates; see text; SR - yes or no; see text

MAGUS

Pyrotechnics turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on your choice. The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness.

Smoke Cloud: A stream of smoke billows out from the fire, forming a choking cloud that spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take -4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Reinforce Armaments, Communal

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a metal pin)
Range - touch
Target - armor suits or weapons touched
Duration - 10 minutes/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

MAGUS

This spell functions like reinforce armaments, except you divide the duration in 10-minute intervals among the objects touched.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Reloading Hands

2

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - projectile weapon touched
Duration - 1 round/caster level (D)
Saving Throw - Will negates (object, harmless); SR - yes (object, harmless)

MAGUS

Once per round, phantom hands load a single ranged weapon or firearm with conjured ammunition. This ammunition counts as magical for overcoming damage reduction and attacking incorporeal creatures, but is the standard for its type (a normal bullet or pellets and black powder in the case of firearms). Conjured ammunition ceases to exist 1 round after it is removed from the weapon, or at the end of the duration, whichever comes first.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Returning Weapon, Communal

2

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - weapons that can be thrown
Duration - 1 minute/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

MAGUS

For the duration of the spell, the target weapon acts as if it had the returning weapon special ability (see page 471 of the Core Rulebook). This spell can be used as the prerequisite for the returning weapon special ability.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Scorching Ray

2

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - one or more rays
Duration - instantaneous
Saving Throw - none; SR - yes

MAGUS

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.

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Shatter

2

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (a chip of mica)
Range - close (25 ft. + 5 ft./2 levels)
Area - 5-ft.-radius spread; or one solid object or one crystalline creature
Target - 5-ft.-radius spread; or one solid object or one crystalline creature
Duration - instantaneous
Saving Throw - Will negates (object); Will negates (object) or Fortitude half; see text; SR - yes

MAGUS

Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such unattended objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target shatter against a single solid nonmagical object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), shatter deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Spider Climb

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a live spider)
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

MAGUS

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 and a +8 racial bonus on Climb skill checks; 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.

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Stone Call

2

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Area - cylinder (40-ft. radius, 20 ft. high)
Duration - 1 round/level
Saving Throw - none; SR - no

MAGUS

A rain of dirt, gravel, and small pebbles fills the area, dealing 2d6 points of bludgeoning damage to every creature in the area. This damage only occurs once, when the spell is cast.

For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear, leaving no aftereffects (other than the damage dealt).

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Tactical Acumen

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M/DF (a small piece of a map)
Range - 30 ft.
Area - The caster and all allies within a 30-ft.-radius burst, centered on the caster
Duration - 1 round/level (D)
Saving Throw - Will negates (harmless); SR - 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).

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Telekinetic Assembly

2

School - transmutation
Casting Time - Casting time 1 minute
Components - V, S, F (a miniature of the target siege engine, costing 10 gp)
Range - close (25 ft + 5 ft./2 levels)
Target - one disassembled siege engine
Duration - instantaneous
Saving Throw - none; SR - no

You assemble a siege engine, using up to one fewer worker per two caster levels you possess. You can do without one additional worker if you have any ranks in Knowledge (engineering), plus one additional worker per 5 ranks you have in that skill. If your caster level combined with Knowledge (engineering) fails to eliminate the need for workers, this spell fails.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Twisted Space

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a length of wire bent into a circle)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - Will negates; SR - yes

You distort the space around a creature, twisting the path of its melee attacks unpredictably, but always toward a nearby creature that the target threatens. Until the start of your next turn, melee attacks made by the target creature affect a random target instead of their intended target.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Web

2

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (spider web)
Range - medium (100 ft. + 10 ft./level)
Effect - webs in a 20-ft.-radius spread
Duration - 10 min./level (D)
Saving Throw - Reflex negates; see text; SR - no

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spiderwebs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter.

If you have at least 5 feet of web between you and an

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Web (Cont.)

opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a web spell are flammable. A flaming weapon can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Web can be made permanent with a permanency spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.

Animal Aspect, Greater

3

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M/DF (a part of the animal)
Range - personal
Target - you
Duration - 1 minute/level (D)
Saving Throw - none; SR - yes (harmless)

This spell functions like animal aspect, except you can either gain two aspects at once or one aspect that adds effects to the aspects that animal aspect grants, as described below. Frog: You gain a Swim speed equal to half your normal speed, and all the benefits of having a swim speed. Gorilla: You gain a +2 competence bonus on Perception checks, and a +1 competence bonus on Fortitude saves. Monkey: You gain a +4 competence bonus on Acrobatics checks. Otter: Your swim speed increases to your full normal speed, and you need not make concentration checks to cast spells underwater. Raccoon: Your competence bonuses on Disable Device, Sleight of Hand, and Stealth checks increase to +4. Raptor: Your enhancement bonus to speed increases to +30 feet, and you gain the benefit of the Run feat. Tree Lizard: You gain a +4 competence bonus on Stealth checks.

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Aqueous Orb

3

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a drop of water and a glass bead)
Range - medium (100 ft. + 10 ft./level)
Effect - 10-ft.-diameter sphere
Duration - 1 round/level
Saving Throw - Reflex negates; SR - 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 Large 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.

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Arcane Sight

3

School - divination
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a detect magic spell, but arcane sight does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the detect magic spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.) If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

As with detect magic, you can use this spell to identify the properties of magic items, but not artifacts.

Arcane sight can be made permanent with a permanency spell.

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Beast Shape I

3

MAGUS

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 min./level

When you cast this spell, you can assume the form of any Small or Medium creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent.

Small animal: If the form you take is that of a Small animal, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.

Medium animal: If the form you take is that of a Medium animal, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

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Blink

3

MAGUS

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 round/level (D)

You "blink" quickly back and forth between the Material Plane and the Ethereal Plane and look as though you're winking in and out of reality at random. Blink has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment).

If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane (but they might affect targets on the Ethereal Plane).

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Blink (Cont.)

While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane).

Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures.

You take only half damage from falling, since you fall only while you are material.

While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled.

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet.

Force effects and abjurations affect you normally. Their

Blink (Cont.)

effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things.

Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

Burst of Speed

3

MAGUS

School - transmutation
Casting Time - 1 swift action
Components - V
Range - personal
Target - you
Duration - see text

Until the end of your turn, you gain a +20-foot bonus to speed (or +10-foot bonus if you are wearing Medium or Heavy armor), your movement does not provoke attacks of opportunity, and you can move through the space of creatures that are larger than you are, but you cannot end your movement this round in a space occupied by a creature.

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Cloak of Winds

3

MAGUS

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 minute/level
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

You shroud a creature in a whirling screen of strong, howling wind. The subject is never checked or blown away by strong winds of windstorm or lesser strength (whether natural or magically created), and ranged attack rolls against the subject take a -4 penalty. Tiny or smaller creatures must succeed at a Fortitude save to successfully touch or attack the subject in melee. Failure knocks the attacker prone and pushes it 5 feet away from the subject per level of the caster. This movement can pass through the squares of other creatures without affecting them and does not provoke attacks of opportunity, but the creature takes 3d6 points of nonlethal damage, plus 1d6 if the creature strikes a solid object that blocks its movement.

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Daylight

3

MAGUS

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - object touched
Duration - 10 min./level (D)
Saving Throw - none; SR - no

You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light.

If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

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Dispel Magic

3

MAGUS

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - one spellcaster, creature, or object
Target - one spellcaster, creature, or object
Duration - instantaneous
Saving Throw - none; SR - no

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 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.

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Dispel Magic (Cont.)

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonkskin (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 stonkskin (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 stonkskin 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.

Dispel Magic (Cont.)

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Displacement

3

MAGUS

School - illusion/glamour
Casting Time - 1 standard action
Components - V, M (a small loop of leather)
Range - touch
Target - creature touched
Duration - 1 round/level
Saving Throw - Will negates (harmless); SR - 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.

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Elemental Aura

3

MAGUS

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 round/level (D)
Saving Throw - Reflex half; see text; SR - yes

This spell forms an aura of energy around you, damaging all those that come near you. Choose an energy type: acid, cold, electricity, or fire. Creatures adjacent to you when this spell is cast and at the start of your turn take 2d6 points of energy damage of the selected type. This aura has an additional effect, depending upon the type of energy chosen.

Acid: Creatures affected by your aura take 1 point of ongoing acid damage per round for 1 round per three caster levels, and are sickened for the duration of the ongoing acid damage.

Cold: Creatures affected by your aura are fatigued. A creature that is already fatigued suffers no additional effect.

Electricity: Creatures affected by your aura are staggered for 1 round.

Fire: Creatures affected by your aura catch on fire (Core Rulebook 444).

Creatures adjacent to you are allowed a Reflex save to halve the damage and negate the additional effect. The

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Elemental Aura (Cont.)

aura's additional effects do not stack if a creature takes damage from your aura multiple times. You may only have one elemental aura in effect at one time. When you cast this spell to deal acid, cold, electricity, or fire damage, it is a spell of that type.

Fireball

3

MAGUS

School - evocation
Casting Time - 1 standard action
Components - V, S, M (a ball of bat guano and sulfur)
Range - long (400 ft. + 40 ft./level)
Area - 20-ft.-radius spread
Duration - instantaneous
Saving Throw - Reflex half; SR - yes

A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area.

Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

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Flame Arrow

3

MAGUS

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a drop of oil and a small piece of flint)
Range - close (25 ft. + 5 ft./2 levels)
Target - fifty projectiles, all of which must be together at the time of casting
Duration - 10 min./level
Saving Throw - none; SR - no

This spell allows you to turn ammunition (such as arrows, crossbow bolts, shuriken, and sling stones) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

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Fly

3

MAGUS

School - transmutation
Casting Time - 1 standard action
Components - V, S, F (a wing feather)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - 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 falls 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.

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Force Hook Charge

3

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - close (25 feet + 5 feet/2 levels)
Target - one creature or object within range and you
Duration - instantaneous
Saving Throw - none; SR - yes

You create a hook of force that strikes the target and drags you to a space adjacent to it. Make a ranged touch attack against the target; if the touch attack succeeds, the target takes 1 point of force damage per caster level. Whether or not the touch attack hits, the force hook drags you in a straight line to a square adjacent to the target. This movement provokes attacks of opportunity as normal. The pulling hook keeps you from falling as part of this movement; therefore you can use it to cross a pit or chasm, or reach a higher or lower elevation. If the line of effect from you to the target passes through an area that is too small to fit your body (such as a portcullis or arrow slit), the hook pulls you to that location and you take damage as if you had fallen the distance from your starting point to that location. If you are restrained, such as being chained to a wall, the hook pulls you to the maximum extent of your restraints but does not break the restraints.

If your travel to the destination is not blocked, you land on your feet, unharmed by the sudden motion. However, the spell does not guarantee you a safe landing space when you arrive. For example, if your target is flying or on a ledge with no room for you to stand, once the hook pulls you adjacent to the target,

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Force Hook Charge (Cont.)

you begin to fall.

If you use this spell with your spell combat class ability, you can make your melee attack from your starting position or your ending position.

Force Punch

3

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Fortitude partial; SR - yes

This spell charges your hand with telekinetic force. Your successful melee touch attack deals 1d4 points of force damage per level (maximum 10d4) and causes the target to be pushed away from you in a straight line up to 5 feet per two caster levels. For every size category of the target above Medium, reduce the distance pushed by 5 feet (-5 feet for Large, -10 feet for Huge, -15 for Gargantuan, and -20 feet for Colossal) to a minimum of 0 feet. A successful Fortitude save negates the movement but not the damage.

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Gaseous Form

3

School - transmutation
Casting Time - 1 standard action
Components - S, M/DF (a bit of gauze and a wisp of smoke)
Range - touch
Target - willing corporeal creature touched
Duration - 2 min./level (D)
Saving Throw - none; SR - no

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all Fly skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

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Haste

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a shaving of licorice root)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 round/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.) A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow.

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Hydraulic Torrent

3

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Area - 60-ft. line
Duration - instantaneous
Saving Throw - none; SR - yes

You call forth a powerful stream of water that batters all creatures and obstacles in its path until it strikes something it cannot push past. Against creatures and moveable objects this stream acts as a bull rush. You can bull rush creatures of any size, not just those one size larger than your own. Make a combat maneuver check and apply its results to each creature within the area. 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.

Against immovable objects this stream instead allows you to make a Strength check to destroy the target. When attempting to break an object, the stream has an effective Strength equal to your caster level plus the ability score modifier as above. The Break DC depends on the object you're trying to break-page 175 of the Pathfinder RPG Core Rulebook lists several sample Break DCs for various objects.

Hydraulic torrent extinguishes any normal fires it encounters along its path. Magical fires are unaffected.

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Keen Edge

3

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one weapon or 50 projectiles, all of which must be together at the time of casting
Duration - 10 min./level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19-20, a threat range of 19-20 becomes 17-20, and a threat range of 18-20 becomes 15-20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target.

Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.

Multiple effects that increase a weapon's threat range (such as the keen special weapon property and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

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Lightning Bolt

3

School - evocation
Casting Time - 1 standard action
Components - V, S, M (fur and a glass rod)
Range - 120 ft.
Area - 120-ft. line
Duration - instantaneous
Saving Throw - Reflex half; SR - yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

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Locate Weakness

3

MAGUS

School - divination
Casting Time - 1 standard action
Components - V, S, M/DF (a pickled predator's eye)
Range - personal
Target - you
Duration - 1 minute/level

You can sense your foes' weak points, granting you greater damage with critical hits. Whenever you score a critical hit, roll the attack's damage dice (but not extra or precision damage dice) twice and take the highest result.

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Magic Weapon, Greater

3

MAGUS

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (powdered lime and carbon)
Range - close (25 ft. + 5 ft./2 levels)
Target - one weapon or 50 projectiles (all of which must be together at the time of casting)
Duration - 1 hour/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5). This bonus does not allow a weapon to bypass damage reduction aside from magic.

Alternatively, you can affect as many as 50 arrows, bolts, or bullets.

The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation after they are used.

Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

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Major Image

3

MAGUS

School - illusion/figment
Casting Time - 1 standard action
Components - V, S, F (a bit of fleece)
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 + 3 rounds
Saving Throw - Will disbelief (if interacted with); SR - no

This spell functions like silent image, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

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Monstrous Physique I

3

MAGUS

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 minute/level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the monstrous humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent. If the form you assume has the aquatic subtype, you gain the aquatic and amphibious subtypes. Small monstrous humanoid: If the form you take is that of a Small monstrous humanoid, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus. Medium monstrous humanoid: If the form you take is that of a Medium monstrous humanoid, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

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Phantom Steed

3

MAGUS

School - conjuration/creation
Casting Time - 10 minutes
Components - V, S
Range - 0 ft.
Effect - one quasi-real, horselike creature
Duration - 1 hour/level (D)
Saving Throw - none; SR - no

You conjure a Large, quasi-real, horselike creature (the exact coloration can be customized as you wish). It can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound.

It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount is AC 18 (-1 size, +4 natural armor, +5 Dex) and 7 hit points + 1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per two caster levels, to a maximum of 100 feet at 10th level. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in

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Phantom Steed (Cont.)

speed.

10th Level: The mount can use water walk at will (as the spell, no action required to activate this ability).

12th Level: The mount can use air walk at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

14th Level: The mount can fly at its speed with a bonus on Fly skill checks equal to your caster level.

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Ray of Exhaustion

3

MAGUS

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a drop of sweat)
Range - close (25 ft. + 5 ft./2 levels)
Effect - ray
Duration - 1 min./level
Saving Throw - Fortitude partial; see text; SR - yes

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued.

A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted.

Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

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Sleet Storm

3

MAGUS

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M/DF (dust and water)
Range - long (400 ft. + 40 ft./level)
Area - cylinder (40-ft. radius, 20 ft. high)
Duration - 1 round/level
Saving Throw - none; SR - no

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details).

The sleet extinguishes torches and small fires.

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Slow

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a drop of molasses)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

MAGUS

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple slow effects don't stack. Slow counters and dispels haste.

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Stinking Cloud

3

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a rotten egg or cabbage leaves)
Range - medium (100 ft. + 10 ft./level)
Effect - cloud spreads in 20-ft. radius, 20 ft. high
Duration - 1 round/level
Saving Throw - Fortitude negates; see text; SR - no

MAGUS

Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves.

(Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. This is a poison effect.

Stinking cloud can be made permanent with a permanency spell. A permanent stinking cloud dispersed by wind reforms in 10 minutes.

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Undead Anatomy I

3

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 minute/level (D)

MAGUS

When you cast this spell, you can assume the form of any Small or Medium corporeal creature of the undead type, which must be vaguely humanoid-shaped (like a ghoul, skeleton, or zombie). You gain a bite attack (1d6 for Medium forms, 1d4 for Small forms), two claw or slam attacks (1d6 for Medium forms, 1d4 for Small forms), and darkvision 60 feet. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, low-light vision, and scent.

In this form, you detect as an undead creature (such as with detect undead, but not with magic that reveals your true form, such as true seeing) and are treated as undead for the purposes of channeled energy, cure spells, and inflict spells, but not for other effects that specifically target or react differently to undead (such as searing light).

Small undead: If the form you take is that of a Small undead, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.

Medium undead: If the form you take is that of a Medium undead, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Vampiric Touch

3

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - living creature touched
Duration - instantaneous/1 hour; see text
Saving Throw - none; SR - yes

MAGUS

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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Versatile Weapon

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (iron filings)
Range - close (25 ft. + 5 ft./2 levels)
Target - one weapon or 50 projectiles, all of which must be together at the time of casting
Duration - 1 minute/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

MAGUS

You transform the physical makeup of a weapon as you desire.

This spell functions like greater magic weapon, except that it subtly alters the physical properties of a weapon, enabling it to bypass damage reduction of one the following types: bludgeoning, cold iron, piercing, silver, or slashing. The affected weapon still inflicts damage of its normal type and its hardness and hit points are unchanged. This spell can be cast on a natural weapon or unarmed strike.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Water Breathing

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (short reed or piece of straw)
Range - touch
Target - living creatures touched
Duration - 2 hours/level; see text
Saving Throw - Will negates (harmless); SR - yes (harmless)

MAGUS

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Wind Wall

3

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (a tiny fan and an exotic feather)
Range - medium (100 ft. + 10 ft./level)
Effect - wall up to 10 ft./level long and 5 ft./level high (S)
Duration - 1 round/level
Saving Throw - none; see text; SR - yes

MAGUS

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Arcana Theft

4

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - none; SR - yes

MAGUS

This spell functions as a targeted dispel magic spell, except it only affects creatures and it requires a melee touch attack. If the melee touch attack is successful and the spell successfully dispels one spell affecting the target, that spell is instead transferred to you, treating you as the original target. You do not receive a new saving throw or spell resistance check against this spell and must accept its effects even if they are not beneficial. This does not alter the spell's duration; for example, if the spell only has 4 rounds of duration remaining when it is stolen, it only affects you for 4 rounds. If the spell or effect has a duration of permanent, its duration continues for 1 hour per caster level of the original caster, after which it ends. The stolen spell does not revert to the original target.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Ball Lightning

4

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (a small iron ring)
Range - medium (100 ft. + 10 ft./level)
Effect - two or more 5-ft.-diameter spheres
Duration - 1 round/level
Saving Throw - Reflex negates; SR - yes

MAGUS

You create two globes of lightning that fly in whichever direction you indicate. For every 4 caster levels above 7th, you create an additional globe of lightning (3 globes at 11th, 4 globes at 15th, to the maximum of 5 globes at 19th). These globes fly at a rate of 20 feet per round and have perfect maneuverability. Wind does not affect a flying sphere's course.

If a globe enters a space with a creature, it stops moving for the round and deals 3d6 points of electricity damage to that creature, though a successful Reflex save negates the damage. Creatures wearing metal armor take a -4 penalty on this saving throw.

Each globe moves as long as you actively direct it (it's a move action for you to direct all the spheres created by a single casting of this spell); otherwise they stay at rest. These globes have no mass and cannot push aside unwilling creatures or move solid objects. A ball lightning globe winks out if it exceeds the spell's range.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Beast Shape II

4

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 min./level

MAGUS

This spell functions as beast shape I, except that it also allows you to assume the form of a Tiny or Large creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.

Tiny animal: If the form you take is that of a Tiny animal, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus.

Small animal: If the form you take is that of a Small animal, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.

Medium animal: If the form you take is that of a Medium animal, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

Large animal: If the form you take is that of a Large animal, you gain a +4 size bonus to your Strength, a -2 penalty to your Dexterity, and a +4 natural armor bonus.

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Black Tentacles

4

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (octopus or squid tentacle)
Range - medium (100 ft. + 10 ft./level)
Area - 20-ft.-radius spread
Duration - 1 round/level (D)
Saving Throw - none; SR - no

MAGUS

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area.

Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that black tentacles is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that black tentacles succeeds on a grapple

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Black Tentacles (Cont.)

check, it deals an additional 1d6+4 points of damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB.

The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

Detonate

4

School - evocation
Casting Time - 1 standard action
Components - V, S, M (two vials; one containing acid and one containing an alkaline solution worth a total of 50 gp)
Range - 30 ft.
Area - 30-ft.-radius spread centered on you
Duration - 1 round, then instantaneous
Saving Throw - Reflex half; SR - yes

MAGUS

You flood yourself with a potent surge of elemental energy.

One round after completing the casting of the spell, the energy explodes from your body.

When this spell creates the explosion of energy, choose one of the following four energy types: acid, cold, electricity, or fire. The explosion inflicts 1d8 points of damage of that energy type per caster level (maximum 10d8) to all creatures and unattended objects within 15 feet, and half that amount to targets past 15 feet but within 30 feet. You automatically take half damage from the explosion, without a saving throw, but any other energy resistance or energy immunity effects you may have in place can prevent or lessen this overflow damage caused by the explosion.

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Dimension Door

4

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V
Range - long (400 ft. + 40 ft./level)
Target - you and touched objects or other touched willing creatures
Duration - instantaneous
Saving Throw - none and Will negates (object); SR - no and yes (object)

MAGUS

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired--whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Elemental Body I

4

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (the element you plan to assume)
Range - personal
Target - you
Duration - 1 min/level

MAGUS

When you cast this spell, you can assume the form of a Small air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. Elemental abilities based on size, such as burn, vortex, and whirlwind, use the size of the elemental you transform into to determine their effect.

Air elemental: If the form you take is that of a Small air elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You also gain fly 60 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.

Earth elemental: If the form you take is that of a Small earth elemental, you gain a +2 size bonus to your Strength and a +4 natural armor bonus. You also gain darkvision 60 feet, the push ability, and the ability to earth glide.

Fire elemental: If the form you take is that of a Small fire elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability.

Water elemental: If the form you take is that of a Small water elemental, you gain a +2 size bonus to your Constitution and a +4 natural armor bonus. You also gain swim 60 feet, darkvision 60 feet, the ability to create a vortex, and the ability to breathe water.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Fire Shield

4

School - evocation
Casting Time - 1 standard action
Components - V, S, M (phosphorus for the warm shield; a firefly or glowworm for the chill shield)
Range - personal
Target - you
Duration - 1 round/level (D)

MAGUS

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks, depending on if you choose cool or warm flames for your fire shield.

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per caster level (maximum +15).

This damage is either cold damage (if you choose a chill shield) or fire damage (if you choose a warm shield). If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, increasing the light level within 10 feet by one step, up to normal light. The color of the flames is blue or green if the chill shield is cast, violet or red if the warm shield is employed. The special powers of each version are as follows.

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Fire Shield (Cont.)

Chill Shield: The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

Warm Shield: The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

Firefall

4

MAGUS

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (one fire source)
Range - long (400 ft. + 40 ft./level)
Target - one fire source, up to a 20-foot cube
Duration - instantaneous
Saving Throw - Will negates and Reflex negates; see text; SR - no

Firefall causes a fire to erupt into a geyser of dazzlingly bright liquid flame. The spell uses one fire source, which is immediately extinguished. A fire larger than a 20-foot cube is only partly extinguished. Magical fires are not extinguished, but a creature of the fire subtype used as the source takes 1 point of damage per caster level (no saving throw).

The coruscating rain of fire fills a hemispherical burst with a radius of 60 feet. All creatures and objects in the area take 5d6 points of fire damage and catch on fire (Core Rulebook 444).

Creatures who make successful Reflex saves take half damage and don't catch on fire. Creatures within 120 feet of the original fire source are blinded for 1d4+1 rounds (Will negates).

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Ice Storm

4

MAGUS

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (dust and water)
Range - long (400 ft. + 40 ft./level)
Area - cylinder (20-ft. radius, 40 ft. high)
Duration - 1 round/level (D)
Saving Throw - none; SR - yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

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Monstrous Physique II

4

MAGUS

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 minute/level (D)

This spell functions as monstrous physique I, except it also allows you to assume the form of a Tiny or Large creature of the monstrous humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, freeze, grab, leap attack, mimicry, pounce, sound mimicry, speak with sharks, and trip. If the creature has the undersized weapons special quality, you gain that quality. Tiny monstrous humanoid: If the form you take is that of a Tiny monstrous humanoid, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus. Large monstrous humanoid: If the form you take is that of a Large monstrous humanoid, you gain a +4 size bonus to your Strength, a -2 penalty to your Dexterity, and a +4 natural armor bonus.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Pellet Blast

4

MAGUS

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a handful of metal pellets or handful of cold iron, silver, or adamantite pellets; see descriptions for cost)
Range - 30 ft.
Area - cone-shaped burst
Duration - instantaneous
Saving Throw - Reflex half; SR - no

This spell creates an explosion of conjured metal pellets, striking everything within its area and dealing 1d8 points of piercing damage per two caster levels, maximum 5d8. This damage is subject to damage reduction. If the material component is made of cold iron (costing 50 gp), silver (costing 20 gp), or adamantite (costing 100 gp), the resulting blast can overcome damage reduction of the appropriate type. The pellets disappear after the spell is cast and the damage is dealt.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Phantasmal Killer

4

MAGUS

School - illusion/phantasm
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - one living creature
Duration - instantaneous
Saving Throw - Will disbelief, then Fortitude partial; see text; SR - yes

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the phantasmal killer. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear.

Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a phantasmal killer attack succeeds in disbelieving and possesses telepathy or is wearing a helm of telepathy, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

River of Wind

4

MAGUS

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - 120 ft.
Area - 120-ft. line
Duration - 1 round/level
Saving Throw - Fortitude partial; SR - yes

Summoning up the power of the tempest, you direct a current of forceful winds where you please. This spell creates a 5-foot-diameter line of wind-the direction of the wind is away from your location when you cast the spell, and remains constant in that direction for the spell duration. Creatures caught in a river of wind take 4d6 nonlethal damage and are knocked prone. A successful Fortitude save halves the damage and prevents being knocked prone.

A creature that begins its turn wholly or partially within a river of wind must make a Fortitude save or be pushed 20 feet in the wind's direction of flow, take 2d6 nonlethal damage, and be knocked prone-a successful Fortitude save means the creature merely takes 1d6 nonlethal damage. Creatures under the effect of freedom of movement and creatures with the air subtype are unaffected by a river of wind.

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Shout

4

MAGUS

School - evocation
Casting Time - 1 standard action
Components - V
Range - 30 ft.
Area - cone-shaped burst
Duration - instantaneous
Saving Throw - Fortitude partial or Reflex negates (object); see text; SR - yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. A shout spell cannot penetrate a silence spell.

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Solid Fog

4

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (powdered peas and an animal hoof)
Range - medium (100 ft. + 10 ft. level)
Effect - fog spreads in 20-ft. radius
Duration - 1 min./level
Saving Throw - none; SR - no

MAGUS

This spell functions like fog cloud, but in addition to obscuring sight, the solid fog is so thick that it impedes movement.

Creatures moving through a solid fog move at half their normal speed and take a -2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into solid fog is slowed so that each 10 feet of vapor that it passes through reduces the falling damage by 1d6. A creature cannot take a 5-foot-step while in solid fog. Solid fog, and effects that work like solid fog, do not stack with each other in terms of slowed movement and attack penalties.

Unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Solid fog can be made permanent with a permanency spell. A permanent solid fog dispersed by wind reforms in 10 minutes.

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Stoneskin

4

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (granite and diamond dust worth 250 gp)
Range - touch
Target - creature touched
Duration - 10 min./level or until discharged
Saving Throw - Will negates (harmless); SR - yes (harmless)

MAGUS

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

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Vermin Shape I

4

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 minute/level

MAGUS

When you cast this spell, you assume the form of any Small or Medium creature of the vermin type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, scent, and lunge. You don't gain full immunity to mind-affecting effects, but you do gain a +2 resistance bonus on all saving throws against such effects.

Small vermin: If you take the form of a Small vermin, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus.

Medium vermin: If you take the form of a Medium vermin, you gain a +2 size bonus to your Strength and a +3 natural armor bonus.

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Wall Of Fire

4

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (a piece of phosphor)
Range - medium (100 ft. + 10 ft./level)
Effect - opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high
Duration - concentration + 1 round/level
Saving Throw - none; SR - yes

MAGUS

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.) Wall of fire can be made permanent with a permanency spell. A permanent wall of fire that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Wall Of Ice

4

School - evocation
Casting Time - 1 standard action
Components - V, S, M (a piece of quartz or rock crystal)
Range - medium (100 ft. + 10 ft./level)
Effect - anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level
Duration - 1 min./level
Saving Throw - Reflex negates; see text; SR - yes

MAGUS

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails.

Fire can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

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Wall Of Ice (Cont.)

Each 10-foot square of wall has 3 hit points per inch of thickness.

Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per caster level (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

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Wall of Sound

4

School - evocation
Casting Time - 1 standard action
Components - V, S, M (a tuning fork and a quartz crystal)
Range - medium (100 ft. + 10 ft./level)
Effect - translucent wall of sound up to 20 ft. long/level or a ring of sound with a radius of up to 5 ft./two levels; either form 20 ft. high
Duration - concentration + 1 round/level
Saving Throw - none; SR - yes

MAGUS

A translucent barrier of pure sound springs into existence. This wall is silent except for a faint hum, but bursts with discordant noise when touched by an object or creature. The wall deflects arrows, bolts, loose debris, and Small or smaller flying creatures like a wind wall spell, except these things rebound harmlessly rather than being directed upward. The burst of discordant noise deals 2d4 points of sonic damage to creatures within 10 feet of the triggering object or creature; touching or passing through the wall deals 2d6 points of sonic damage + 1 point of sonic damage per caster level (maximum +20). If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. A silence spell suppresses the wall within its area, but the wall reappears when the silence ends.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Wreath of Blades

4

School - abjuration
Casting Time - 1 standard action
Components - V, S, F (four mithral daggers, each worth at least 502 gp each)
Range - personal
Area - 5-foot-radius emanation centered on you
Target - you
Duration - 1 round/level
Saving Throw - Reflex half (special, see below); SR - no (special, see below)

MAGUS

The daggers serving as focus of this spell take on a deadly sharpness as they animate and spin around you, creating a 5-foot-radius emanation of spinning mithral blades that moves with you. Any creature that starts its turn within the area of the spinning blades takes 1d4 points of damage for every two caster levels (maximum 10d4 at 20th level) and the damage bypasses DR/silver. Furthermore, the daggers ward off some attacks, in a way similar to the warding weapon spell (see page 48). While subject to this spell, you do not provoke attacks of opportunity for casting spells, even from creatures with the Disruptive feat. Creatures with the Spellbreaker feat (Core Rulebook 134) can easily bypass this defensive property, though they still take damage from the spell. Your casting (even failing to cast defensively) still provokes attacks of opportunity from creatures with that feat. Lastly, the blades that serve as the focus for this spell can be enchanted for greater effect. When all of the blades share the same enhancement bonus and special weapon qualities, a creature that is damaged by this spell is also treated as if hit by one of these weapons. For example, if a 12th-level magus casts this spell using four +1 frost mithral daggers as focus, the damage dealt by the blades would be 6d4+1 plus 1d6 cold damage, as long as the daggers were commanded to be sheathed in ice. No matter the modifications made to the focus weapons, they must always be mithral daggers. No other type of weapons can serve as a focus for this spell.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Acidic Spray

5

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a vial of acid worth 10 gp)
Range - 60 ft.
Effect - 60-ft. line
Duration - instantaneous
Saving Throw - Reflex partial (see text); SR - yes

MAGUS

A spray of acid erupts from your outstretched hand, dealing 1d6 points of acid damage per caster level (maximum 15d6) to each creature within its area (Reflex half). This acid continues to burn for 1 round, dealing 1d6 points of acid damage per two caster levels (maximum 7d6) to any creature that failed its saving throw against the spell (a second Reflex save on the creature's turn negates this additional damage).

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Baleful Polymorph

5

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - permanent
Saving Throw - Fortitude negates, Will partial, see text; SR - yes

MAGUS

As beast shape III, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of baleful polymorph, and as long as baleful polymorph remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to baleful polymorph, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Beast Shape III

5

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 min./level

MAGUS

This spell functions as beast shape II, except that it also allows you to assume the form of a Diminutive or Huge creature of the animal type. This spell also allows you to take on the form of a Small or Medium creature of the magical beast type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, ferocity, grab, jet, poison, pounce, rake, trample, trip, and web.

Diminutive animal: If the form you take is that of a Diminutive animal, you gain a +6 size bonus to your Dexterity, a -4 penalty to your Strength, and a +1 natural armor bonus.

Tiny animal: If the form you take is that of a Tiny animal, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus.

Small animal: If the form you take is that of a Small animal, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.

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Beast Shape III (Cont.)

Medium animal: If the form you take is that of a Medium animal, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

Large animal: If the form you take is that of a Large animal, you gain a +4 size bonus to your Strength, a -2 penalty to your Dexterity, and a +4 natural armor bonus.

Huge animal: If the form you take is that of a Huge animal, you gain a +6 size bonus to your Strength, a -4 penalty to your Dexterity, and a +6 natural armor bonus.

Small magical beast: If the form you take is that of a Small magical beast, you gain a +4 size bonus to your Dexterity, and a +2 natural armor bonus.

Medium magical beast: If the form you take is that of a Medium magical beast, you gain a +4 size bonus to your Strength, and a +4 natural armor bonus.

Cloudkill

5

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - cloud spreads in 20-ft. radius, 20 ft. high
Duration - 1 min./level
Saving Throw - Fortitude partial; see text; SR - no

MAGUS

This spell generates a bank of fog, similar to a fog cloud, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save).

A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud).

A living creature with more than 6 HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike a fog cloud, the cloudkill moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

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Cone of Cold

5

School - evocation
Casting Time - 1 standard action
Components - V, S, M (a small crystal or glass cone)
Range - 60 ft.
Area - cone-shaped burst
Duration - instantaneous
Saving Throw - Reflex half; SR - yes

MAGUS

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

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Corrosive Consumption

5

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 3 rounds
Saving Throw - none; SR - yes

MAGUS

With a touch, this spell causes a small, rapidly growing patch of corrosive acid to appear on the target. On the first round, the acid deals 1 point of acid damage per caster level (maximum 15). On the second round, the acid patch grows and deals 1d4 points of acid damage per caster level (maximum 15d4). On the third and final round, the acid patch covers the entire creature and deals 1d6 points of acid damage per caster level (maximum 15d6). The target can spend a full-round action to scrape off the acid, or can wash it off with at least 1 gallon of liquid to halve the damage for that round and negate the remaining rounds of the spell.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Elemental Body II

5

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (the element you plan to assume)
Range - personal
Target - you
Duration - 1 min./level

MAGUS

This spell functions as elemental body I, except that it also allows you to assume the form of a Medium air, earth, fire, or water elemental. The abilities you gain depend upon the elemental.

Air elemental: As elemental body I except that you gain a +4 size bonus to your Dexterity and a +3 natural armor bonus.

Earth elemental: As elemental body I except that you gain a +4 size bonus to your Strength and a +5 natural armor bonus.

Fire elemental: As elemental body I except that you gain a +4 size bonus to your Dexterity and a +3 natural armor bonus.

Water elemental: As elemental body I except that you gain a +4 size bonus to your Constitution and a +5 natural armor bonus.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Fire Snake

5

MAGUS

School - evocation
Casting Time - 1 standard action
Components - V, S, M (a snake scale)
Range - 60 ft.
Area - see text
Duration - instantaneous
Saving Throw - Reflex half; SR - yes

You create a sinuous line of flames that you may shape as desired. The fire snake affects one 5-foot square per caster level, and each square must be adjacent to the previous square, starting with you. The fire snake may not extend beyond its maximum range. Creatures in the path of the fire snake take 1d6 points of fire damage per caster level (maximum 15d6).

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Geyser

5

MAGUS

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M/DF (a piece of lava rock)
Range - long (400 ft. + 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
Saving Throw - Reflex partial (see below); SR - 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

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Geyser (Cont.)

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.

Interposing Hand

5

MAGUS

School - evocation
Casting Time - 1 standard action
Components - V, S, F (a soft glove)
Range - medium (100 ft. + 10 ft./level)
Effect - 10-ft. hand
Duration - 1 round/level
Saving Throw - none; SR - yes

Interposing hand creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand-it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

An interposing hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and is AC 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents.

It cannot push through a wall of force or enter an antimagic field, but it suffers the full effect of a prismatic wall or prismatic sphere. The hand makes saving throws as its caster.

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Interposing Hand (Cont.)

Disintegrate or a successful dispel magic destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Directing the spell to a new target is a move action.

Monstrous Physique III

5

MAGUS

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 minute/level (D)

This spell functions as monstrous physique II, except it also allows you to assume the form of a Diminutive or Huge creature of the monstrous humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, all-around vision, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, blood frenzy, cold vigor, constrict, ferocity, freeze, grab, horrific appearance, jet, leap attack, mimicry, natural cunning, overwhelming, poison, pounce, rake, sound mimicry, speak with sharks, trample, trip, and web. If the creature has the undersized weapons special quality, you gain that quality. Diminutive monstrous humanoid: If the form you take is that of a Diminutive monstrous humanoid, you gain a +6 size bonus to your Dexterity, a -4 penalty to your Strength, and a +1 natural armor bonus. Huge monstrous humanoid: If the form you take is that of a Huge monstrous humanoid, you gain a +6 size bonus to your Strength, a -4 penalty to your Dexterity, and a +6 natural armor bonus.

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Overland Flight

5

MAGUS

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 hour/level

This spell functions like a fly spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with a bonus on Fly skill checks equal to half your caster level. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

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Symbol of Striking

5

MAGUS

School - illusion/shadow
Casting Time - 10 minutes
Components - V, S, M (a masterwork melee weapon costing at least 300 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will half, see text; SR - yes, see text

This spell functions like symbol of death, except that using the material component, you scribe a symbol of striking so it fills a 5-foot square. Once triggered, the symbol of striking glows and lasts for 10 minutes per caster level or until it has made a number of attacks of opportunity equal to your level, whichever comes first. When triggered, the symbol threatens its area and the area around it as if it were a Medium creature wielding a magic version of the weapon you used as the material component. Using your caster level + 1 + your Intelligence modifier (magus, witch, wizard) or Wisdom modifier (cleric) or Charisma modifier (oracle, sorcerer) as its attack bonus, the symbol can make a number of attacks of opportunity each round equal to 1 + the same ability score modifier you used to determine its attack bonus. It gains a bonus on damage rolls equal to the same ability score modifier you used to determine its attack bonus. A shadowy version of you wielding the material component appears to make these attacks. The symbol attacks any non-attuned creature that provokes an attack of opportunity from the symbol. However, when the symbol first attacks a creature, the symbol must overcome that creature's spell resistance or be rendered unable to harm it. The symbol never again attacks such creatures. Further, when the symbol first attacks a creature, a successful Will saving throw allows the creature to see the shadow nature of the attacks and take half damage when such attacks hit.

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Telekinesis

5

MAGUS

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - long (400 ft. + 40 ft./level)
Target - or see text
Duration - concentration (up to 1 round/level) or instantaneous; see text
Saving Throw - Will negates (object) or none; see text; SR - yes (object); see text

You move objects or creatures by concentrating on them.

Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance.

This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand.

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Telekinesis (Cont.)

For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require DC 15 Intelligence checks.

Combat Maneuver: Alternatively, once per round, you can use telekinesis to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your Combat Maneuver Bonus, and you add your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer) in place of your Strength or Dexterity modifier. No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects.

You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1

Telekinesis (Cont.)

point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

Objects and creatures that miss their target land in a square adjacent to the target.

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell.

If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Teleport

5

MAGUS

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V
Range - personal and touch
Target - you and touched objects or other touched willing creatures
Duration - instantaneous
Saving Throw - none and Will negates (object); SR - no and yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and

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Teleport (Cont.)

consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Teleport (Cont.)

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80.

Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity | On Target | Off Target | Similar Area | mishap |

Very familiar | 01-97 | 98-99 | 100 | - |

Studied carefully | 01-94 | 95-97 | 98-99 | 100 |

Seen casually | 01-88 | 89-94 | 95-98 | 99-100 |

Viewed once | 01-76 | 77-88 | 89-96 | 97-100 |

False destination | - | - | 81-92 | 93-100 |

Undead Anatomy II

5

MAGUS

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 minute/level (D)

This spell functions as undead anatomy I, except it also allows you to assume the form of a Tiny or Large corporeal creature of the undead type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, blood drain, DR 5/bludgeoning, scent, freeze, grab, mimicry, pounce, shadowless, sound mimicry, and trip.

In this form, you gain a +4 bonus on saves against mind-affecting effects, disease, poison, sleep, and stunning. If the form has a vulnerability to an attack (such as sunlight), you gain that vulnerability.

Tiny undead: If the form you take is that of a Tiny undead, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus.

Large undead: If the form you take is that of a Large undead, you gain a +4 size bonus to your Strength, a -2 penalty to your Dexterity, and a +4 natural armor bonus.

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Vermin Shape II

5

MAGUS

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 minute/level

This spell functions as vermin shape I, except it also allows you to assume the form of a Tiny or Large creature of the vermintype. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, tremorsense 30 feet, scent, blood drain, constrict, grab, lunge, poison, pull, trample, and web. You don't gain full immunity to mind-affecting effects, but you do gain a +4 bonus on all saving throws against such effects.

Tiny vermin: If you take the form of a Tiny vermin, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus.

Large vermin: If you take the form of a Large vermin, you gain a +4 size bonus to your Strength, a -2 penalty to your Dexterity, and a +5 natural armor bonus.

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Wall Of Force

5

MAGUS

School - evocation
Casting Time - 1 standard action
Components - V, S, M (powdered quartz)
Range - close (25 ft. + 5 ft./2 levels)
Effect - wall whose area is up to one 10-ft. square/level
Duration - 1 round /level (D)
Saving Throw - none; SR - no

A wall of force creates an invisible wall of pure force. The wall cannot move and is not easily destroyed. A wall of force is immune to dispel magic, although a mage's disjunction can still dispel it.

A wall of force can be damaged by spells as normal, except for disintegrate, which automatically destroys it. It can be damaged by weapons and supernatural abilities, but a wall of force has hardness 30 and a number of hit points equal to 20 per caster level. Contact with a sphere of annihilation or rod of cancellation instantly destroys a wall of force.

Breath weapons and spells cannot pass through a wall of force in either direction, although dimension door, teleport, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually circumvent the wall by going around it, through material floors and ceilings). Gaze attacks can operate through a wall of force.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of force can be made permanent with a permanency spell.

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Wall Of Stone

5

MAGUS

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M/DF (a small block of granite)
Range - medium (100 ft. + 10 ft./level)
Effect - stone wall whose area is up to one 5-ft. square/level (S)
Duration - instantaneous
Saving Throw - see text; SR - no

This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping.

Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose

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Wall Of Stone (Cont.)

hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Acid Fog

6

MAGUS

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (powdered peas and an animal hoof)
Range - medium (100 ft. + 10 ft./level)
Effect - fog spreads in 20-ft. radius, 20 ft. high
Duration - 1 round/level
Saving Throw - none; SR - no

Acid fog creates a billowing mass of misty vapors like the solid fog spell. In addition to slowing down creatures and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

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Bear's Endurance, Mass

6

MAGUS

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a few hairs, or a pinch of dung, from a bear)
Range - close (25 ft. + 5 ft./2 levels)
Target - creature one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

Mass bear's endurance works like bear's endurance, except that it affects multiple creatures.

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Beast Shape IV

6

MAGUS

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 min./level

This spell functions as beast shape III except that it also allows you to assume the form of a Tiny or Large creature of the magical beast type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, scent, tremorsense 60 feet, breath weapon, constrict, ferocity, grab, jet, poison, pounce, rake, rend, roar, spikes, trample, trip, and web. If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

Diminutive animal: If the form you take is that of a Diminutive animal, you gain a +6 size bonus to your Dexterity, a -4 penalty to your Strength, and a +1 natural armor bonus.

Tiny animal: If the form you take is that of a Tiny animal, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus.

Small animal: If the form you take is that of a Small animal, you gain a +2 size bonus to your Dexterity and a

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Beast Shape IV (Cont.)

+1 natural armor bonus.

Medium animal: If the form you take is that of a Medium animal, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

Large animal: If the form you take is that of a Large animal, you gain a +4 size bonus to your Strength, a -2 penalty to your Dexterity, and a +4 natural armor bonus.

Huge animal: If the form you take is that of a Huge animal, you gain a +6 size bonus to your Strength, a -4 penalty to your Dexterity, and a +6 natural armor bonus.

Tiny magical beast: If the form you take is that of a Tiny magical beast, you gain a -2 penalty to your Strength, a +8 size bonus to your Dexterity, and a +3 natural armor bonus.

Small magical beast: If the form you take is that of a Small magical beast, you gain a +4 size bonus to your Dexterity, and a +2 natural armor bonus.

Medium magical beast: If the form you take is that of a Medium magical beast, you gain a +4 size bonus to your Strength, and a +4 natural armor bonus.

Large magical beast: If the form you take is that of a Large magical beast, you gain a +6 size bonus to your Strength, a -2 penalty on your Dexterity, a +2 size bonus to your Constitution, and a +6 natural armor bonus.

Bull's Strength, Mass

6

MAGUS

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a few hairs, or a pinch of dung, from a bull)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like bull's strength, except that it affects multiple creatures.

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Cat's Grace, Mass

6

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (pinch of cat fur)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

MAGUS

This spell functions like cat's grace, except that it affects multiple creatures.

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Chain Lightning

6

School - evocation
Casting Time - 1 standard action
Components - V, S, F (a bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin per caster level)
Range - long (400 ft. + 40 ft./level)
Target - one primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)
Duration - instantaneous
Saving Throw - Reflex half; SR - yes

MAGUS

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal as much damage as the primary bolt.

Each target can attempt a Reflex saving throw for half damage.

The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

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Contagious Flame

6

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - three or more rays
Duration - 3 rounds
Saving Throw - none; SR - yes

MAGUS

You blast several enemies with beams of fire. You may fire three rays, plus one additional ray for every four levels beyond 11th (to a maximum of five rays at 19th 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.

Every round on your turn, a new ray of fire launches from each creature who took damage from the spell in the previous round-these new rays attack as if you fired them, but their point of origin is the previous creature damaged. You can choose the new targets as a free action, all of whom must be within close range (25 ft. + 5 ft./2 levels) of their new starting point. This contagion of flame continues for a total of three rounds-a creature can be struck more than once by this spell over the course of these three rounds, although never by a ray of fire that launches from itself.

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Disintegrate

6

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a lodestone and a pinch of dust)
Range - medium (100 ft. + 10 ft./level)
Effect - ray
Duration - instantaneous
Saving Throw - Fortitude partial (object); SR - yes

MAGUS

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted.

The ray affects even objects constructed entirely of force, such as forceful hand or a wall of force, but not magical effects such as a globe of invulnerability or an antimagic field.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

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Dispel Magic, Greater

6

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - 20-ft.-radius burst
Target - one spellcaster, creature, or object
Duration - instantaneous
Saving Throw - none; SR - no

MAGUS

This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use greater dispel magic in one of three ways: a targeted dispel, area dispel, or a counterspell: Targeted Dispel: This functions as a targeted dispel magic, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When greater dispel magic is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by dispel magic. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

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Dispel Magic, Greater (Cont.)

For each ongoing area or effect spell whose point of origin is within the area of the greater dispel magic spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the greater dispel magic spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as dispel magic, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

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Elemental Body III

6

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (the element you plan to assume)
Range - personal
Target - you
Duration - 1 min/level

MAGUS

This spell functions as elemental body II, except that it also allows you to assume the form of a Large air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. You are also immune to critical hits and sneak attacks while in elemental form.

Air elemental: As elemental body I except that you gain a +2 size bonus to your Strength, +4 size bonus to your Dexterity, and a +4 natural armor bonus.

Earth elemental: As elemental body I except that you gain a +6 size bonus to your Strength, a -2 penalty on your Dexterity, a +2 size bonus to your Constitution, and a +6 natural armor bonus.

Fire elemental: As elemental body I except that you gain a +4 size bonus to your Dexterity, a +2 size bonus to your Constitution, and a +4 natural armor bonus.

Water elemental: As elemental body I except that you gain a +2 size bonus to your Strength, a -2 penalty on your Dexterity, a +6 size bonus to your Constitution, and a +6 natural armor bonus.

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Flesh to Stone

6

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (lime, water, and earth)
Range - medium (100 ft. + 10 ft./level)
Target - one creature
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

MAGUS

The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as deathwatch.

Only creatures made of flesh are affected by this spell.

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Forceful Hand

6

MAGUS

School - evocation
Casting Time - 1 standard action
Components - V, S, F (a soft glove)
Range - medium (100 ft. + 10 ft./level)
Effect - 10-ft. hand
Duration - 1 round/level
Saving Throw - none; SR - yes

This spell functions as interposing hand, except that it can also pursue and bull rush one opponent you select. The forceful hand gets one bull rush attack per round. This attack does not provoke an attack of opportunity. Its CMB for bull rush checks uses your caster level in place of its base attack bonus, with a +8 bonus for its Strength score (27), and a +1 bonus for being Large. The hand always moves with the opponent to push them back as far as possible. It has no movement limit for this purpose. Directing the spell to a new target is a move action. Forceful hand prevents the opponent from moving closer to you without first succeeding on a bull rush attack, moving both the forceful hand and the target closer to you. The forceful hand can instead be directed to interpose itself, as interposing hand does.

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Form of the Dragon I

6

MAGUS

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a scale of the dragon type you plan to assume)
Range - personal
Target - you
Duration - 1 min./level
Saving Throw - see below; SR - no

You become a Medium chromatic or metallic dragon (see the Pathfinder RPG Bestiary). You gain a +4 size bonus to Strength, a +2 size bonus to Constitution, a +4 natural armor bonus, fly 60 feet (poor), darkvision 60 feet, a breath weapon, and resistance to one element. You also gain one bite (1d8), two claws (1d6), and two wing attacks (1d4). Your breath weapon and resistance depend on the type of dragon. You can only use the breath weapon once per casting of this spell. All breath weapons deal 6d8 points of damage and allow a Reflex save for half damage. In addition, some of the dragon types grant additional abilities, as noted below.

Black dragon: 60-foot line of acid, resist acid 20, swim 60 feet
Blue dragon: 60-foot line of electricity, resist electricity 20, burrow 20 feet
Green dragon: 30-foot cone of acid, resist acid 20, swim 40 feet
Red dragon: 30-foot cone of fire, resist fire 30, vulnerability to cold
White dragon: 30-foot cone of cold, resist cold 20, swim 60 feet, vulnerability to fire
Brass dragon: 60-foot line of fire, resist fire 20, burrow 30 feet, vulnerability to cold
Bronze dragon: 60-foot line of electricity, resist electricity 20, swim 60 feet
Copper dragon: 60-foot line of acid, resist acid 20, spider climb (always active)
Gold dragon: 30-foot cone of fire, resist fire 20, swim 60 feet
Silver dragon: 30-foot cone of cold, resist cold 30, vulnerability to fire

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Freezing Sphere

6

MAGUS

School - evocation
Casting Time - 1 standard action
Components - V, S, F (a small crystal sphere)
Range - long (400 ft. + 40 ft./level)
Target - see Text
Duration - instantaneous or 1 round/level; see text
Saving Throw - Reflex half; see text; SR - yes

Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 40-foot-radius burst, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area. A creature of the water subtype instead takes 1d8 points of cold damage per caster level (maximum 15d8) and is staggered for 1d4 rounds.

If the freezing sphere strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches in a 40-foot radius. This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of a targeted body of water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.

You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the freezing sphere bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.

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Mislead

6

MAGUS

School - illusion/figment, glamor
Casting Time - 1 standard action
Components - S
Range - close (25 ft. + 5 ft./2 levels)
Effect - Target/you/one illusory double
Duration - 1 round/level (D) and concentration + 3 rounds; see text
Saving Throw - none or Will disbelief (if interacted with); see text; SR - no

You become invisible (as greater invisibility, a glamor), and at the same time, an illusory double of you (as major image, a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The greater invisibility lasts for 1 round per level, regardless of concentration.

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Monstrous Physique IV

6

MAGUS

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 minute/level (D)

This spell functions as monstrous physique III except it allows you to use more abilities. If the form you assume has any of the following abilities, you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, scent, tremorsense 60 feet, blood frenzy, breath weapon, cold vigor, constrict, ferocity, freeze, grab, horrific appearance, jet, leap attack, mimicry, natural cunning, overwhelming, poison, pounce, rake, rend, roar, sound mimicry, speak with sharks, spikes, trample, trip, and web. If the creature has immunity or resistance to any energy types, you gain resistance 20 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. If the creature has immunity to poison, you gain a +8 bonus on saves against poison.

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Sirocco

6

MAGUS

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (handful of fine sand cast into the air)
Range - medium (100 ft. + 10 ft./level)
Area - cylinder (20-ft. radius, 60 ft. high)
Duration - 1 round/level (D)
Saving Throw - Fortitude partial, see text; SR - yes

A blast of furnace-hot wind blasts downward, inflicting 4d6 fire damage +1 point per caster level to all creatures in the area and knocking them prone. A successful Fortitude save halves the fire damage and negates being knocked prone. Flying creatures forced into the ground by the powerful downdraft take damage as if they fell unless they make a DC 15 Fly check, in which case they remain at their original altitude.

Any creature that takes damage from a sirocco becomes fatigued (or exhausted, if already fatigued, such as from a previous round of exposure to a sirocco spell). Creatures with the water subtype take a -4 penalty on all saving throws against this spell and take double normal damage.

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Stone to Flesh

6

MAGUS

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a drop of blood mixed with earth)
Range - medium (100 ft. + 10 ft./level)
Target - one petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long
Duration - instantaneous
Saving Throw - Fortitude negates (object); see text; SR - yes

This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored. The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. For example, this spell would turn an animated stone statue into an animated flesh statue, but an ordinary statue would become a mass of inert flesh in the shape of the statue. You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

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Transformation

6

MAGUS

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a potion of bull's strength, which you drink and whose effects are subsumed by the spell effects)
Range - personal
Target - you
Duration - 1 round/level

You become a fighting machine- stronger, tougher, faster, and more skilled in combat. Your mindset changes so that you relish combat and you can't cast spells, even from magic items.

You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks).

You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list.

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True Seeing

6

School - divination
Casting Time - 1 standard action
Components - V, S, M (an eye ointment that costs 250 gp)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

MAGUS

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

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Undead Anatomy III

6

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 minute/level (D)

MAGUS

This spell functions as undead anatomy II, except it also allows you to assume the form of a Diminutive or Huge corporeal creature of the undead type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, all-around vision, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, disease, DR 5/, fear aura, grab, jet, natural cunning, overwhelming, poison, pounce, rake, trample, trip, unnatural aura, and web.

If the creature has immunity or resistance to any energy types, you gain resistance 20 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. In this form, you gain a +8 bonus on saves against mind-affecting effects, disease, poison, sleep, and stunning. If the form has a vulnerability to an attack (such as sunlight), you gain that vulnerability.

Diminutive undead: If the form you take is that of a Diminutive undead, you gain a +6 size bonus to your Dexterity, a -4 penalty to your Strength, and a +1 natural armor bonus.

Huge undead: If the form you take is that of a Huge undead, you gain a +6 size bonus to your Strength, a -4 penalty to your Dexterity, and a +6 natural armor bonus.

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Walk Through Space

6

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S, M (a wren's egg)
Range - personal
Target - you
Duration - 1 round/level

MAGUS

When under the effects of this spell, you can teleport up to 30 feet as a move action. You must end this movement in an unoccupied space that you can stand on within line of sight. Alternatively, you can spend a move action to teleport to a standing position from lying prone. Teleporting does not provoke attacks of opportunity.

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Wall of Iron

6

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a small iron sheet plus gold dust worth 50 gp)
Range - medium (100 ft. + 10 ft./level)
Effect - iron wall whose area is up to one 5-ft. square/level; see text
Duration - instantaneous
Saving Throw - see text; SR - no

MAGUS

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A wall of iron is 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any

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Wall of Iron (Cont.)

Large or smaller creature that fails takes 10d6 points of damage while fleeing from the wall. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena. Iron created by this spell is not suitable for use in the creation of other objects and cannot be sold.