

Arizuvol Zaruz (Eisflamme) #2, Arcanist 10 – Spells in Spellbook

Acid Splash 0

School: conjuration / earth elemental (creation) [acid]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** one missile of acid; **Duration:** instantaneous; **Save:** none; **Resistance:** no
Orb deals 1d3 acid damage.

Acid Splash 0

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Orb deals 1d3 acid damage.

Arcane Mark 0

School: universal; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Effect:** one personal rune or mark, all of which must fit within 1 sq. ft.; **Duration:** permanent; **Save:** none; **Resistance:** no
Inscribes a personal rune on an object or creature (visible or invisible).

Arcane Mark 0

School: universal; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Effect:** one personal rune or mark, all of which must fit within 1 sq. ft.; **Duration:** permanent; **Save:** none; **Resistance:** no
Inscribes a personal rune on an object or creature (visible or invisible).

Bleed 0

School: necromancy; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one living creature; **Duration:** instantaneous; **Save:** DC 15 Will negates; **Resistance:** yes
Cause a stabilized creature to resume dying.

Breeze 0

School: evocation [air]; **Components:** V, S, M (a miniature fan); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature or object; **Duration:** 1 hour (D); **Save:** Will negates (harmless); **Resistance:** yes
Conjured breeze grants +2 bonus on saves against very hot conditions, severe heat, breath weapons, and gass attacks.

Dancing Lights 0

School: evocation [light]; **Components:** V, S; **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Effect:** up to four lights, all within a 10-ft.-radius area; **Duration:** 1 minute (D); **Save:** none; **Resistance:** no
Creates torches or other lights.

Daze 0

School: enchantment (compulsion) [mind-affecting]; **Components:** V, S, M (a pinch of wool or similar substance); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one humanoid creature of 4 HD or less; **Duration:** 1 round; **Save:** DC 15 Will negates; **Resistance:** yes
A single humanoid creature with 4 HD or less loses its next action.

Detect Magic 0

School: divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** 60 ft.; **Area:** cone-shaped emanation; **Duration:** concentration, up to 1 min./level (D); **Save:** none; **Resistance:** no
Detects all spells and magic items within 60 ft.

Detect Magic 0

School: divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** 60 ft.; **Area:** cone-shaped emanation; **Duration:** concentration, up to 1 min./level (D); **Save:** none; **Resistance:** no
Detects all spells and magic items within 60 ft.

Detect Poison 0

School: divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature, one object, or a 5-ft. cube; **Duration:** instantaneous; **Save:** none; **Resistance:** no
Detects poison in one creature or small object.

Disrupt Undead 0

School: necromancy; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** ray; **Duration:** instantaneous; **Save:** none; **Resistance:** yes
Deals 1d6 damage to one undead.

Flare 0

School: evocation [light]; **Components:** V; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** burst of light; **Duration:** instantaneous; **Save:** DC 15 Fortitude negates; **Resistance:** yes
Dazzles one creature (-1 on attack rolls).

Ghost Sound 0

School: illusion (figment); **Components:** V, S, M (a bit of wool or a small lump of wax); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** illusory sounds; **Duration:** 1 round/level (D); **Save:** DC 15 Will disbelief; **Resistance:** no
Figment sounds.

Ghost Sound 0

School: illusion (figment); **Components:** V, S, M (a bit of wool or a small lump of wax); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** illusory sounds; **Duration:** 1 round/level (D); **Save:** DC 15 Will disbelief; **Resistance:** no
Figment sounds.

Light 0

School: evocation / wood elemental [light]; **Components:** V, M/DF (a firefly); **Casting Time:** 1 action; **Range:** touch; **Target:** object touched; **Duration:** 10 min./level; **Save:** none; **Resistance:** no
Object shines like a torch.

Light 0

School: evocation / wood elemental [light]; **Components:** V, M/DF (a firefly); **Casting Time:** 1 action; **Range:** touch; **Target:** object touched; **Duration:** 10 min./level; **Save:** none; **Resistance:** no
Object shines like a torch.

Mage Hand 0

School: transmutation; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one nonmagical, unattended object weighing up to 5 lbs.; **Duration:** concentration; **Save:** none; **Resistance:** no
5-pound telekinesis.

Mage Hand 0

School: transmutation; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one nonmagical, unattended object weighing up to 5 lbs.; **Duration:** concentration; **Save:** none; **Resistance:** no
5-pound telekinesis.

Mending 0

School: transmutation / metal elemental; **Components:** V, S; **Casting Time:** 10 minutes; **Range:** 10 ft.; **Target:** one object of up to 1 lb./level; **Duration:** instantaneous; **Save:** Will negates (harmless, object); **Resistance:** yes (harmless, object)
Makes minor repairs on an object.

Message 0

School: transmutation / air elemental [language-dependent]; **Components:** V, S, F (a piece of copper wire); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** one creature/level; **Duration:** 10 min./level; **Save:** none; **Resistance:** no
Whisper conversation at distance.

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<p>Open/Close 0</p> <p>School: transmutation; Components: V, S, F (a brass key); Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Target: object weighing up to 30 lbs. or portal that can be opened or closed; Duration: instantaneous; Save: DC 15 Will negates (object); Resistance: yes (object) Opens or closes small or light things.</p>	<p>Chill Touch 1</p> <p>School: necromancy; Components: V, S; Casting Time: 1 action; Range: touch; Target: creature or creatures touched (up to one/level); Duration: instantaneous; Save: DC 16 Fortitude partial or Will negates; see text; Resistance: yes One touch/level deals 1d6 damage and possibly 1 Str damage.</p>
<p>Prestidigitation 0</p> <p>School: universal; Components: V, S; Casting Time: 1 action; Range: 10 ft.; Target: see text; Effect: see text; Area: see text; Duration: 1 hour; Save: see text; Resistance: no Performs minor tricks.</p>	<p>Color Spray 1</p> <p>School: illusion (pattern) [mind-affecting]; Components: V, S, M (red, yellow, and blue powder or colored sand); Casting Time: 1 action; Range: 15 ft.; Area: cone-shaped burst; Duration: instantaneous; see text; Save: DC 16 Will negates; Resistance: yes Knocks unconscious, blinds, and/or stuns weak creatures.</p>
<p>Prestidigitation 0</p> <p>School: universal; Components: V, S; Casting Time: 1 action; Range: 10 ft.; Target: see text; Effect: see text; Area: see text; Duration: 1 hour; Save: see text; Resistance: no Performs minor tricks.</p>	<p>Color Spray 1</p> <p>School: illusion (pattern) [mind-affecting]; Components: V, S, M (red, yellow, and blue powder or colored sand); Casting Time: 1 action; Range: 15 ft.; Area: cone-shaped burst; Duration: instantaneous; see text; Save: DC 16 Will negates; Resistance: yes Knocks unconscious, blinds, and/or stuns weak creatures.</p>
<p>Ray of Frost 0</p> <p>School: evocation / water elemental [cold]; Components: V, S; Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Effect: ray; Duration: instantaneous; Save: none; Resistance: yes Ray deals 1d3 cold damage.</p>	<p>Comprehend Languages 1</p> <p>School: divination; Components: V, S, M/DF (pinch of soot and salt); Casting Time: 1 action; Range: personal; Target: you; Duration: 10 min./level You understand all spoken and written languages.</p>
<p>Read Magic 0</p> <p>School: divination; Components: V, S, F (a clear crystal or mineral prism); Casting Time: 1 action; Range: personal; Target: you; Duration: 10 min./level Read scrolls and spellbooks.</p>	<p>Comprehend Languages 1</p> <p>School: divination; Components: V, S, M/DF (pinch of soot and salt); Casting Time: 1 action; Range: personal; Target: you; Duration: 10 min./level You understand all spoken and written languages.</p>
<p>Read Magic 0</p> <p>School: divination; Components: V, S, F (a clear crystal or mineral prism); Casting Time: 1 action; Range: personal; Target: you; Duration: 10 min./level Read scrolls and spellbooks.</p>	<p>Corrosive Touch 1</p> <p>School: conjuration / earth elemental (creation) [acid]; Components: V, S; Casting Time: 1 action; Range: touch; Target: creature or object touched; Duration: instantaneous; Save: none; Resistance: yes Touch attack deals 1d4 acid/level.</p>
<p>Resistance 0</p> <p>School: abjuration; Components: V, S, M/DF (a miniature cloak); Casting Time: 1 action; Range: touch; Target: creature touched; Duration: 1 minute; Save: Will negates (harmless); Resistance: yes (harmless) Subject gains +1 on saving throws.</p>	<p>Disguise Self 1</p> <p>School: illusion (glamer); Components: V, S; Casting Time: 1 action; Range: personal; Target: you; Duration: 10 min./level (D) Changes your appearance.</p>
<p>Touch of Fatigue 0</p> <p>School: necromancy; Components: V, S, M (a drop of sweat); Casting Time: 1 action; Range: touch; Target: creature touched; Duration: 1 round/level; Save: DC 15 Fortitude negates; Resistance: yes Touch attack fatigues target.</p>	<p>Disguise Self 1</p> <p>School: illusion (glamer); Components: V, S; Casting Time: 1 action; Range: personal; Target: you; Duration: 10 min./level (D) Changes your appearance.</p>
<p>Alarm 1</p> <p>School: abjuration; Components: V, S, F/DF (a tiny bell and a piece of very fine silver wire); Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Area: 20-ft.-radius emanation centered on a point in space; Duration: 2 hours/level (D); Save: none; Resistance: no Wards an area for 2 hours/level.</p>	<p>Endure Elements 1</p> <p>School: abjuration; Components: V, S; Casting Time: 1 action; Range: touch; Target: creature touched; Duration: 24 hours; Save: Will negates (harmless); Resistance: yes (harmless) Exist comfortably in hot or cold regions.</p>
<p>Burning Hands 1</p> <p>School: evocation / fire elemental [fire]; Components: V, S; Casting Time: 1 action; Range: 15 ft.; Area: cone-shaped burst; Duration: instantaneous; Save: DC 16 Reflex half; Resistance: yes 1d4/level fire damage (max 5d4).</p>	<p>Endure Elements 1</p> <p>School: abjuration; Components: V, S; Casting Time: 1 action; Range: touch; Target: creature touched; Duration: 24 hours; Save: Will negates (harmless); Resistance: yes (harmless) Exist comfortably in hot or cold regions.</p>
<p>Burning Hands 1</p> <p>School: evocation / fire elemental [fire]; Components: V, S; Casting Time: 1 action; Range: 15 ft.; Area: cone-shaped burst; Duration: instantaneous; Save: DC 16 Reflex half; Resistance: yes 1d4/level fire damage (max 5d4).</p>	<p>Enlarge Person 1</p> <p>School: transmutation; Components: V, S, M (powdered iron); Casting Time: 1 round; Range: close (25 + 5 ft./2 levels); Target: one humanoid creature; Duration: 1 min./level (D); Save: DC 16 Fortitude negates; Resistance: yes Humanoid creature doubles in size.</p>

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Enlarge Person 1	Magic Missile 1
School: transmutation; Components: V, S, M (powdered iron); Casting Time: 1 round; Range: close (25 + 5 ft./2 levels); Target: one humanoid creature; Duration: 1 min./level (D); Save: DC 16 Fortitude negates; Resistance: yes Humanoid creature doubles in size.	School: evocation / aether elemental [force]; Components: V, S; Casting Time: 1 action; Range: medium (100 + 10 ft./level); Target: up to five creatures, no two of which can be more than 15 ft. apart; Duration: instantaneous; Save: none; Resistance: yes 1d4+1 damage; +1 missile per two levels above 1st (max 5).
Erase 1	Magic Weapon 1
School: transmutation; Components: V, S; Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Target: one scroll or two pages; Duration: instantaneous; Save: see text; Resistance: no Mundane or magical writing vanishes.	School: transmutation / metal elemental; Components: V, S, DF; Casting Time: 1 action; Range: touch; Target: weapon touched; Duration: 1 min./level; Save: Will negates (harmless, object); Resistance: yes (harmless, object) Weapon gains +1 bonus.
Expeditious Retreat 1	Magic Weapon 1
School: transmutation; Components: V, S; Casting Time: 1 action; Range: personal; Target: you; Duration: 1 min./level (D) Your base speed increases by 30 ft.	School: transmutation / metal elemental; Components: V, S, DF; Casting Time: 1 action; Range: touch; Target: weapon touched; Duration: 1 min./level; Save: Will negates (harmless, object); Resistance: yes (harmless, object) Weapon gains +1 bonus.
Expeditious Retreat 1	Monkey Fish 1
School: transmutation; Components: V, S; Casting Time: 1 action; Range: personal; Target: you; Duration: 1 min./level (D) Your base speed increases by 30 ft.	School: transmutation; Components: V, S; Casting Time: 1 action; Range: personal; Target: you; Duration: 1 minute/level (D) Gain a climb speed and a swim speed of
Feather Fall 1	Mount 1
School: transmutation / air elemental; Components: V; Casting Time: 1 immediate action; Range: close (25 + 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; Save: Will negates (harmless) or Will negates (object); Resistance: yes (object) Objects or creatures fall slowly.	School: conjuration (summoning); Components: V, S, M (a bit of horse hair); Casting Time: 1 round; Range: close (25 + 5 ft./2 levels); Effect: one mount; Duration: 2 hours/level (D); Save: none; Resistance: no Summons riding horse for 2 hours/level.
Floating Disk 1	Polypurpose Panacea 1
School: evocation / aether elemental [force]; Components: V, S, M (a drop of mercury); Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Effect: 3-ft.-diameter disk of force; Duration: 1 hour/level; Save: none; Resistance: no Creates 3-ft.-diameter horizontal disk that holds 100 lbs./level.	School: transmutation; Components: S; Casting Time: 1 action; Range: personal; Target: you; Duration: see below Gain a relaxing or entertaining effect.
Identify 1	Ray of Enfeeblement 1
School: divination; Components: V, S, M (wine stirred with an owl's feather); Casting Time: 1 action; Range: 60 ft.; Area: cone-shaped emanation; Duration: 3 rounds/level (D); Save: none; Resistance: no Gives +10 bonus to identify magic items.	School: necromancy; Components: V, S; Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Effect: ray; Duration: 1 round/level; Save: DC 16 Fortitude half; Resistance: yes Ray causes 1d6 Str penalty + 1 per 2 levels.
Mage Armor 1	Ray of Enfeeblement 1
School: conjuration (creation) [force]; Components: V, S, F (a piece of cured leather); Casting Time: 1 action; Range: touch; Target: creature touched; Duration: 1 hour/level (D); Save: Will negates (harmless); Resistance: no Gives subject +4 armor bonus.	School: necromancy; Components: V, S; Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Effect: ray; Duration: 1 round/level; Save: DC 16 Fortitude half; Resistance: yes Ray causes 1d6 Str penalty + 1 per 2 levels.
Mage Armor 1	Shield 1
School: conjuration (creation) [force]; Components: V, S, F (a piece of cured leather); Casting Time: 1 action; Range: touch; Target: creature touched; Duration: 1 hour/level (D); Save: Will negates (harmless); Resistance: no Gives subject +4 armor bonus.	School: abjuration / void elemental [force]; Components: V, S; Casting Time: 1 action; Range: personal; Target: you; Duration: 1 min./level (D) Invisible disc gives +4 to AC, blocks magic missiles.
Magic Missile 1	Shocking Grasp 1
School: evocation / aether elemental [force]; Components: V, S; Casting Time: 1 action; Range: medium (100 + 10 ft./level); Target: up to five creatures, no two of which can be more than 15 ft. apart; Duration: instantaneous; Save: none; Resistance: yes 1d4+1 damage; +1 missile per two levels above 1st (max 5).	School: evocation / air elemental / metal elemental [electricity]; Components: V, S; Casting Time: 1 action; Range: touch; Target: creature or object touched; Duration: instantaneous; Save: none; Resistance: yes Touch delivers 1d6/level electricity damage (max 5d6).
	Sow Thought 1
	School: enchantment (compulsion) [mind-affecting]; Components: V, S; Casting Time: 1 action; Range: close (25 ft. + 5 ft./2 levels); Target: one creature; Duration: permanent; Save: DC 16 Will negates; Resistance: yes You plant an idea, concept, or suspicion in the mind of the subject (Will negates).

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<p>Unseen Servant 1</p> <p>School: conjuration / aether elemental (creation); Components: V, S, M (a piece of string and a bit of wood); Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Effect: one invisible, mindless, shapeless servant; Duration: 1 hour/level; Save: none; Resistance: no Invisible force obeys your commands.</p>	<p>Knock 2</p> <p>School: transmutation; Components: V; Casting Time: 1 action; Range: medium (100 + 10 ft./level); Target: one door, box, or chest with an area of up to 10 sq. ft./level; Duration: instantaneous; see text; Save: none; Resistance: no Opens locked or magically sealed door.</p>
<p>Youthful Appearance 1</p> <p>School: transmutation (polymorph); Components: V, S; Casting Time: 1 action; Range: touch; Target: creature touched; Duration: 1 hour/level Target appears younger.</p>	<p>Knock 2</p> <p>School: transmutation; Components: V; Casting Time: 1 action; Range: medium (100 + 10 ft./level); Target: one door, box, or chest with an area of up to 10 sq. ft./level; Duration: instantaneous; see text; Save: none; Resistance: no Opens locked or magically sealed door.</p>
<p>Youthful Appearance 1</p> <p>School: transmutation (polymorph); Components: V, S; Casting Time: 1 action; Range: touch; Target: creature touched; Duration: 1 hour/level Target appears younger.</p>	<p>Levitate 2</p> <p>School: transmutation / air elemental; Components: V, S, F (a leather loop or golden wire bent into a cup shape); Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Target: you or one willing creature or one object (total weight up to 100 lbs./level); Duration: 1 min./level (D); Save: none; Resistance: no Subject moves up and down at your direction.</p>
<p>Acid Arrow 2</p> <p>School: conjuration / earth elemental (creation) [acid]; Components: V, S, M, F (rhubarb leaf and an adder's stomach, a dart); Casting Time: 1 action; Range: long (400 + 40 ft./level); Effect: one arrow of acid; Duration: 1 round + 1 round per three levels; Save: none; Resistance: no Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.</p>	<p>Locate Object 2</p> <p>School: divination; Components: V, S, F/DF; Casting Time: 1 action; Range: long (400 + 40 ft./level); Area: circle, centered on you, with a radius of 400 ft. + 40 ft./level; Duration: 1 min./level; Save: none; Resistance: no Senses direction toward object (specific or type).</p>
<p>Acid Arrow 2</p> <p>School: conjuration / earth elemental (creation) [acid]; Components: V, S, M, F (rhubarb leaf and an adder's stomach, a dart); Casting Time: 1 action; Range: long (400 + 40 ft./level); Effect: one arrow of acid; Duration: 1 round + 1 round per three levels; Save: none; Resistance: no Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.</p>	<p>Make Whole 2</p> <p>School: transmutation / metal elemental; Components: V, S; Casting Time: 10 minutes; Range: 10 ft.; Target: one object of up to 10 cu. ft. /level or one construct creature of any size; Duration: instantaneous; Save: Will negates (harmless, object); Resistance: yes (harmless, object) Repairs an object.</p>
<p>Blur 2</p> <p>School: illusion / aether elemental (glamer); Components: V; Casting Time: 1 action; Range: touch; Target: creature touched; Duration: 1 min./level (D); Save: Will negates (harmless); Resistance: yes (harmless) Attacks miss subject 20% of the time.</p>	<p>Minor Image 2</p> <p>School: illusion (figment); Components: V, S, F (a bit of fleece); Casting Time: 1 action; Range: long (400 + 40 ft./level); Effect: visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S); Duration: concentration + 2 rounds; Save: DC 17 Will disbelief (if interacted with); Resistance: no As silent image, plus some sound.</p>
<p>Detect Thoughts 2</p> <p>School: divination [mind-affecting]; Components: V, S, F/DF; Casting Time: 1 action; Range: 60 ft.; Area: cone-shaped emanation; Duration: concentration, up to 1 min./level (D); Save: DC 17 Will negates; see text; Resistance: no Allows "listening" to surface thoughts.</p>	<p>Scorching Ray 2</p> <p>School: evocation / fire elemental [fire]; Components: V, S; Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Effect: one or more rays; Duration: instantaneous; Save: none; Resistance: yes Ranged touch attack deals 4d6 fire damage, + 1 ray/four levels (max 3).</p>
<p>Disguise Other 2</p> <p>School: illusion (glamer); Components: V, S; Casting Time: 1 action; Range: touch; Target: creature touched; Duration: 10 minute/level (D) As disguise self, but affects you or another.</p>	<p>Scorching Ray 2</p> <p>School: evocation / fire elemental [fire]; Components: V, S; Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Effect: one or more rays; Duration: instantaneous; Save: none; Resistance: yes Ranged touch attack deals 4d6 fire damage, + 1 ray/four levels (max 3).</p>
<p>Euphoric Cloud 2</p> <p>School: conjuration (creation) [poison]; Components: V, S, M (rare mushrooms worth 5 gp); Casting Time: 1 action; Range: medium (100 + 10 ft./level); Effect: fog spreads in 20-ft. radius, 20 ft. high; Duration: 1 round/level; Save: DC 17 Fortitude negates (see text); Resistance: no Fog obscures vision and fascinates living creatures.</p>	<p>See Invisibility 2</p> <p>School: divination / void elemental; Components: V, S, M (talc and powdered silver); Casting Time: 1 action; Range: personal; Target: you; Duration: 10 min./level (D) Reveals invisible creatures or objects.</p>
<p>Frigid Touch 2</p> <p>School: evocation / water elemental [cold]; Components: V, S; Casting Time: 1 action; Range: touch; Target: creature touched; Duration: instantaneous; Save: none; Resistance: yes Target takes cold damage and is staggered.</p>	<p>See Invisibility 2</p> <p>School: divination / void elemental; Components: V, S, M (talc and powdered silver); Casting Time: 1 action; Range: personal; Target: you; Duration: 10 min./level (D) Reveals invisible creatures or objects.</p>

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Unnatural Lust 2

School: enchantment (compulsion) [emotion, mind-affecting];
Components: V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature; **Duration:** 1 round; **Save:** DC 17 Will negates; **Resistance:** yes
 Target is compelled to kiss or caress another.

Web 2

School: conjuration / wood elemental (creation); **Components:** V, S, M (spider web); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Effect:** webs in a 20-ft.-radius spread; **Duration:** 10 min./level (D); **Save:** DC 17 Reflex negates; see text; **Resistance:** no
 Fills 20-ft.-radius spread with sticky spiderwebs that can grapple foes and impair movement.

Beast Shape I 3

School: transmutation (polymorph); **Components:** V, S, M (a piece of the creature whose form you plan to assume); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 min./level (D)
 You take the form and some of the powers of a Small or Medium animal.

Blink 3

School: transmutation / aether elemental; **Components:** V, S; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 round/level (D)
 You randomly vanish and reappear for 1 round per level.

Dispel Magic 3

School: abjuration / void elemental; **Components:** V, S; **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** one spellcaster, creature, or object; **Duration:** instantaneous; **Save:** none; **Resistance:** no
 Cancels one magical spell or effect.

Fireball 3

School: evocation / fire elemental [fire]; **Components:** V, S, M (a ball of bat guano and sulfur); **Casting Time:** 1 action; **Range:** long (400 + 40 ft./level); **Area:** 20-ft.-radius spread; **Duration:** instantaneous; **Save:** DC 18 Reflex half; **Resistance:** yes
 1d6 damage per level, 20-ft. radius.

Fireball 3

School: evocation / fire elemental [fire]; **Components:** V, S, M (a ball of bat guano and sulfur); **Casting Time:** 1 action; **Range:** long (400 + 40 ft./level); **Area:** 20-ft.-radius spread; **Duration:** instantaneous; **Save:** DC 18 Reflex half; **Resistance:** yes
 1d6 damage per level, 20-ft. radius.

Fly 3

School: transmutation / air elemental; **Components:** V, S, F (a wing feather); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 min./level; **Save:** Will negates (harmless); **Resistance:** yes (harmless)
 Subject flies at speed of 60 ft.

Haste 3

School: transmutation; **Components:** V, S, M (a shaving of licorice root); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature/level, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level; **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)
 One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Haste 3

School: transmutation; **Components:** V, S, M (a shaving of licorice root); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature/level, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level; **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)
 One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Hostile Levitation 3

School: transmutation / air elemental; **Components:** V, S, M (a leather loop studded with lodestones); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature; **Duration:** 1 round/level; **Save:** DC 18 Will negates; **Resistance:** yes
 Levitates the targeted creature up off the ground.

Irriseni Mirror Sight 3

School: divination (scrying); **Components:** V, S, F (a mirror); **Casting Time:** 10 minutes; **Range:** see text; **Effect:** magical Sensor; **Duration:** 1 minute/level; **Save:** none; **Resistance:** no
 As scrying, but sensor must be centered on a mirror.

Tiny Hut 3

School: evocation / aether elemental [force]; **Components:** V, S, M (a small crystal bead); **Casting Time:** 1 action; **Range:** 20 ft.; **Effect:** 20-ft.-radius sphere centered on your location; **Duration:** 2 hours/level (D); **Save:** none; **Resistance:** no
 Creates shelter for 10 creatures.

Arcane Eye 4

School: divination (scrying); **Components:** V, S, M (a bit of bat fur); **Casting Time:** 10 minutes; **Range:** unlimited; **Effect:** magical sensor; **Duration:** 1 min./level (D); **Save:** none; **Resistance:** no
 Invisible floating eye moves 30 ft./round.

Phantasmal Killer 4

School: illusion (phantasm) [fear, mind-affecting]; **Components:** V, S; **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** one living creature; **Duration:** instantaneous; **Save:** DC 19 Will disbelief, then Fortitude partial; see text; **Resistance:** yes
 Fearsome illusion kills subject or deals 3d6 damage.

Scrying 4

School: divination (scrying); **Components:** V, S, F (a pool of water, a silver mirror worth 1000 gp), M/DF (a pool of water, a silver mirror worth 1000 gp); **Casting Time:** 1 hour; **Range:** see text; **Effect:** magical sensor; **Duration:** 1 min./level; **Save:** DC 19 Will negates; **Resistance:** yes
 Spies on subject from a distance.

Secure Shelter 4

School: conjuration / wood elemental (creation); **Components:** V, S, M (a chip of stone, sand, a drop of water, and a wood splinter); **Casting Time:** 10 minutes; **Range:** close (25 + 5 ft./2 levels); **Effect:** 20-ft.-square structure; **Duration:** 2 hours/level (D); **Save:** none; **Resistance:** no
 Creates sturdy cottage.

Shocking Image 4

School: illusion (figment) [electricity]; **Components:** V, S; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 minute/level; **Save:** none; **Resistance:** see text
 As mirror image, but the duplicates emit electrical damage when destroyed.

Fire Snake 5

School: evocation / fire elemental [fire]; **Components:** V, S, M (a snake scale); **Casting Time:** 1 action; **Range:** 60 ft.; **Area:** see text; **Duration:** instantaneous; **Save:** DC 20 Reflex half; **Resistance:** yes
 Creates a serpentine path of fire 5 ft. long/level that deals 1d6 fire damage/level.

Teleport

5

School: conjuration / void elemental (teleportation); **Components:** V;
Casting Time : 1 action; **Range:** personal Touch; **Target:** you and touched objects or other touched willing creatures; **Duration:** instantaneous; **Save:** none and Will negates (object); **Resistance:** no and yes (object)
Instantly transports you as far as 100 miles per level.