

Arizuvol Zaruiz (Eisflamme) #2, Arcanist 10 – Spells

<p>Arcane Mark Arcanist 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).</p>	<p>Feather Fall Arcanist 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.</p>
<p>Dancing Lights Arcanist 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.</p>	<p>Mage Armor Arcanist 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.</p>
<p>Detect Magic Arcanist 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.</p>	<p>Magic Missile Arcanist 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).</p>
<p>Disrupt Undead Arcanist 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.</p>	<p>Ray of Enfeeblement Arcanist 1 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.</p>
<p>Flare Arcanist 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).</p>	<p>Acid Arrow Arcanist 2 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>Ghost Sound Arcanist 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.</p>	<p>Detect Thoughts Arcanist 2 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>Mage Hand Arcanist 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.</p>	<p>Scorching Ray Arcanist 2 School: evocation / fire elemental [fire]; Components: V, S; Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Effect: one or more rays; Duration: instantaneous; Save: none; Resistance: yes Ranged touch attack deals 4d6 fire damage, + 1 ray/four levels (max 3).</p>
<p>Message Arcanist 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.</p>	<p>See Invisibility Arcanist 2 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>Prestidigitation Arcanist 0 School: universal; Components: V, S; Casting Time : 1 action; Range: 10 ft.; Target: see text; Effect: see text; Area: see text; Duration: 1 hour; Save: see text; Resistance: no Performs minor tricks.</p>	<p>Dispel Magic Arcanist 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.</p>
<p>Enlarge Person Arcanist 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.</p>	<p>Fireball Arcanist 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.</p>

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Hostile Levitation Arcanist 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.

Phantasmal Killer Arcanist 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.

Shocking Image Arcanist 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 Arcanist 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.