

## Acid Splash

0

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

SOR / WIZ

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

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

SOR / WIZ

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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## Bleed

0

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

SOR / WIZ

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

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## Dancing Lights

0

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

SOR / WIZ

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

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

SOR / WIZ

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

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

SOR / WIZ

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

## 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.



## Detect Poison

0

School - divination  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Area - one creature, one object, or a 5-ft. cube  
Target - one creature, one object, or a 5-ft. cube  
Duration - instantaneous  
Saving Throw - none; SR - no

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

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## Disrupt Undead

0

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

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

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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## Haunted Fey Aspect

0

School - illusion/glamour  
Casting Time - 1 standard action  
Components - S  
Range - Personal  
Target - You  
Duration - 1 round/level (D)

You surround yourself with disturbing illusions, making you look and sound like a bizarre, insane fey creature. You gain DR 1/cold iron against a single opponent until the end of the spell, or until you take damage.

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## Light

0

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

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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## Mending

0

School - transmutation  
Casting Time - 10 minutes  
Components - V, S  
Range - 10 ft.  
Target - one object of up to 1 lb./level  
Duration - instantaneous  
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

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## Message

0

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, F (a piece of copper wire)  
Range - medium (100 ft. + 10 ft./level)  
Target - one creature/level  
Duration - 10 min./level  
Saving Throw - none; SR - no

SOR / WIZ

You can whisper messages and receive whispered replies.

Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range.

Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell.

The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

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## Open/Close

0

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)

SOR / WIZ

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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## Prestidigitation

0

School - universal  
Casting Time - 1 standard action  
Components - V, S  
Range - 10 ft.  
Area - see text  
Effect - see text  
Target - see text  
Duration - 1 hour  
Saving Throw - see text; SR - no

SOR / WIZ

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitiation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitiation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material.

It cannot deal damage or affect the concentration of spellcasters.

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

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## Ray of Frost

0

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

SOR / WIZ

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

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

SOR / WIZ

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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## Resistance

0

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M/DF (a miniature cloak)  
Range - touch  
Target - creature touched  
Duration - 1 minute  
Saving Throw - Will negates (harmless); SR - yes (harmless)

SOR / WIZ

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

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## Spark

0

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)

SOR / WIZ

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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## Touch of Fatigue

0

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (a drop of sweat)  
Range - touch  
Target - creature touched  
Duration - 1 round/level  
Saving Throw - Fortitude negates; SR - yes

SOR / WIZ

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.

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

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

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## Abundant Ammunition

1

School - conjuration/summoning  
Casting Time - 1 standard action  
Components - V, S, M/DF (a single piece of ammunition)  
Target - one container touched  
Duration - 1 minute/level  
Saving Throw - none; SR - no

When cast on a container such as a quiver or a pouch that contains nonmagical ammunition or shuriken (including masterwork ammunition or shuriken), at the start of each round this spell replaces any ammunition taken from the container the round before. The ammunition taken from the container the round before vanishes. If, after casting this spell, you cast a spell that enhances projectiles, such as align weapon or greater magic weapon, on the same container, all projectiles this spell conjures are affected by that spell.

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## Adjuring Step

1

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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## Air Bubble

1

School - conjuration/creation  
Casting Time - 1 standard action  
Components - S, M/DF (a small bladder filled with air)  
Range - touch  
Target - one creature or one object no larger than a Large two-handed weapon  
Duration - 1 minute/level  
Saving Throw - Will negates (harmless); SR - yes (harmless)

Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage. A firearm within an air bubble can be loaded-assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device-and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the air bubble explodes, the explosion occurs normally.

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## Alarm

1

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, F/DF (a tiny bell and a piece of very fine silver wire)  
Range - close (25 ft. + 5 ft./2 levels)  
Area - 20-ft.-radius emanation centered on a point in space  
Duration - 2 hours/level  
Saving Throw - none; SR - no

Alarm creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible in nature.

**Mental Alarm:** A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

**Audible Alarm:** An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing. Ethereal or astral creatures do not trigger the alarm.

Alarm can be made permanent with a permanency spell.

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## Alter Winds

1

School - transmutation  
Casting Time - 1 minute  
Components - V, S  
Range - touch  
Area - immobile 10-ft.-radius emanation  
Duration - 1 hour/level  
Saving Throw - Will negates; SR - yes

You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. Within the area, natural (but not magical) wind effects are either increased or decreased by one step in intensity (Core Rulebook 439). The maximum wind force you can affect with this spell is based on your caster level, as shown on the table below. Alter winds has no effect on magical wind effects.

Caster Level | Wind Force |

1st-3rd | Light |

4th-9th | Moderate |

10th-15th | Strong |

16th or higher | Severe |

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## Animate Rope

1

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Target - one rope-like object, length up to 50 ft. + 5 ft./level; see text  
Duration - 1 round/level  
Saving Throw - none; SR - no

You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it - it does not snake outward - so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a concentration check with a DC of 15 + the spell's level to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check.

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## Animate Rope (Cont.)

The rope itself and any knots tied in it are not magical.

The spell cannot affect objects carried or worn by a creature.

## Ant Haul

1

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (a small pulley)  
Range - touch  
Target - creature touched  
Duration - 2 hours/level  
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

The target's carrying capacity triples (see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook). This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

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## Anticipate Peril

1

School - divination  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - 1 minute/level or until activated  
Saving Throw - Will negates; SR - yes

A creature affected by anticipate peril gains a preternatural sense of danger. The first time during this spell's duration that the target has to make an initiative check, the creature adds an insight bonus on that initiative check equal to the spell's caster level (maximum +5). Once this bonus applies, the effects of the spell end.

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## Break

1

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (a twig)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one Medium or smaller object  
Duration - instantaneous  
Saving Throw - Fortitude negates (object); SR - yes (object)

You can attempt to break or at least damage any one Medium or smaller object within range. If the target fails its Fortitude saving throw, it gains the broken condition. If cast on a broken item, that item is destroyed on a failed save.

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## Bungle

1

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one humanoid  
Duration - concentration + 2 rounds or until triggered  
Saving Throw - Will negates; SR - yes

The target takes a -20 penalty on its next attack roll or check that requires a d20 roll. The action must be one deliberately taken by the target on its turn. Creatures with more than 10 HD are unaffected by this spell.

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## Burning Hands

1

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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## Cause Fear

1

School - necromancy  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature with 5 or fewer HD  
Duration - 1d4 rounds or 1 round; see text  
Saving Throw - Will partial; SR - yes

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Cause fear counters and dispels remove fear.

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## Charm Person

1

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

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

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## Chill Touch

1

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

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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## Comprehend Languages

1

School - divination  
Casting Time - 1 standard action  
Components - V, S, M/DF (pinch of soot and salt)  
Range - personal  
Target - you  
Duration - 10 min./level

SOR / WIZ

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

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## Corrosive Touch

1

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

SOR / WIZ

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

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## Crafter's Curse

1

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (a broken tool)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - 1 day/level (D)  
Saving Throw - Will negates; SR - yes

SOR / WIZ

The target of crafter's curse takes a -5 penalty on all Craft skill checks while the spell lasts.

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

## Crafter's Fortune

1

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, F (a tool)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - 1 day/level or until discharged (D)  
Saving Throw - Will negates (harmless); SR - yes (harmless)

SOR / WIZ

The target is struck by inspiration and gains a +5 luck bonus on its next Craft skill check.

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## Damp Powder

1

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (a damp piece of cotton)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - 1 loaded firearm  
Duration - instantaneous  
Saving Throw - Will negates (object); SR - yes (object)

SOR / WIZ

This spell causes ammunition already loaded into the target firearm is ruined with moisture. Any attempt to fire that ammunition fails, with no chance for misfire, and the user must then take a full-round action to clear the weapon before reloading and firing it. If aware of this spell's effect prior to firing the altered ammunition (a DC 16 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

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## Dancing Lantern

1

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, F (a lantern)  
Range - touch  
Effect - animates one lantern  
Duration - 1 hour/level (D)  
Saving Throw - none; SR - no

SOR / WIZ

You can animate a lantern and order it to follow you. The lantern floats at shoulder height and remains within 5 feet of you, no matter how fast you move. The lantern cannot support any additional weight. The lantern illuminates its normal area, even if it does not have any oil in it. For the purposes of spells or effects targeting it the lantern always acts as if in your possession even when not directly on your person. A dancing lantern can be made permanent with a permanency spell (CL 9th, 2,500 gp).

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## Decompose Corpse

1

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (a pinch of dried toadstool)  
Range - touch  
Target - one corpse or corporeal undead  
Duration - instantaneous or 1 minute; see text  
Saving Throw - Fortitude negates (object); SR - yes (object)

SOR / WIZ

Using this spell, the caster rapidly decomposes the flesh from a single corpse of size Huge or smaller, leaving behind a perfectly cleaned skeleton. If it is cast on a non-skeletal corporeal undead, the creature takes a -2 penalty on all rolls and to its Armor Class and CMD for 1 minute.

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

## Delusional Pride

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 minute  
Saving Throw - Will negates; SR - yes

SOR / WIZ

The target becomes so distracted by an overblown sense of its worth that it takes a -2 penalty on attacks and skill checks.

However, this feeling also gives the target a +2 morale bonus on saves against charm and compulsion effects.

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## Detect Secret Doors

1

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

SOR / WIZ

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

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## Detect Undead

1

School - divination  
Casting Time - 1 standard action  
Components - V, S, M/DF (earth from a grave)  
Range - 60 ft.  
Area - cone-shaped emanation  
Duration - concentration, up to 1 minute/ level  
Saving Throw - none; SR - no

SOR / WIZ

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below.

Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How

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## Detect Undead (Cont.)

long the aura lingers at this dim level depends on its original power, as given on the table below.

HD | Strength | Lingering Aura Duration |

1 or lower | Faint | 1d6 rounds |

2-4 | Moderate | 1d6 minutes |

5-10 | Strong | 1d6 x 10 minutes |

11 or higher | Overwhelming | 1d6 days |

Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

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## Disguise Self

1

School - illusion/glamer  
Casting Time - 1 standard action  
Components - V, S  
Range - personal  
Target - you  
Duration - 10 min./level

SOR / WIZ

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

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## Ear-Piercing Scream

1

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

SOR / WIZ

You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage per two caster levels (maximum 5d6). A successful save negates the daze effect and halves the damage.

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## Endure Elements

1

School - abjuration  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - 24 hours  
Saving Throw - Will negates (harmless); SR - yes (harmless)

SOR / WIZ

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

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## Enlarge Person

1

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

SOR / WIZ

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.

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## Erase

1

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one scroll or two pages  
Duration - instantaneous  
Saving Throw - see text; SR - no

SOR / WIZ

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove explosive runes, a glyph of warding, a sepia snake sigil, or an arcane mark, but not illusory script or a symbol spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%. Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. A natural 1 is always a failure on this check. If you fail to erase explosive runes, a glyph of warding, or a sepia snake sigil, you accidentally activate that writing instead.

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## Expeditious Excavation

1

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (tiny shovel)  
Range - close (25 ft. + 5 ft./2 levels)  
Area - dirt in a 5-ft. cube  
Duration - instantaneous  
Saving Throw - see text; SR - no

SOR / WIZ

You can excavate and move earth, dust, and sand up to the size of a 5-foot cube. If you are buried, you may open a 5-foot cube around yourself, but the spell cannot be used for tunneling.

Besides its mundane applications, you can open a 5-foot-deep pit at a creature's feet. A Medium or smaller creature falls prone in the pit unless it succeeds on a Reflex save. With a successful save, it can choose to land harmlessly on its feet in the pit or hop to an adjacent square; this movement does not provoke attacks of opportunity. A creature can escape a 5-foot-deep pit with a DC 5 Climb check. Larger creatures may ignore pits smaller than their size.

The earth excavated by this spell is ordinarily distributed harmlessly across the spell's range, but you may choose to throw up a burst of grit and debris when you dig a pit. This cloud of debris provides concealment to any creatures in the square affected and all adjacent squares for 1 round. Expeditious excavation has no effect on solid rock or earth creatures.

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## Expeditious Retreat

1

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

SOR / WIZ

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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## Fabricate Bullets

1

School - transmutation  
Casting Time - 1 round  
Components - V, S, M (1 pound of lead or other soft metal worth 2 gp)  
Range - touch  
Target - 1 pound of soft metal  
Duration - instantaneous  
Saving Throw - none; SR - no

SOR / WIZ

You convert 1 pound of lead into bullets. When you cast this spell, you decide whether you create normal sling bullets, firearm bullets, or firearm pellets. The spell creates two sling bullets, 30 firearm bullets, or 10 uses of pellets.

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

## Feather Fall

1

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

SOR / WIZ

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

SOR / WIZ

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

SOR / WIZ

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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## Forced Quiet

1

School - transmutation  
Casting Time - 1 standard action  
Components - S  
Range - medium (100 ft. + 10 ft./level)  
Target - one creature  
Duration - 1 round/level  
Saving Throw - Will negates; SR - yes

SOR / WIZ

With a gesture, you muffle sound around the target, making it unable to yell or otherwise make loud noises. This does not affect spellcasting by the target. The target can still use sonic effects, but the DC of these effects decreases by 2. The target gains a +2 bonus on saving throws against sonic effects. The target gains a +4 circumstance bonus on Stealth checks.

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## Gravity Bow

1

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

SOR / WIZ

Gravity bow significantly increases the weight and density of arrows or bolts fired from your bow or crossbow the instant before they strike their target and then return them to normal a few moments later. Any arrow fired from a bow or crossbow you are carrying when the spell is cast deals damage as if one size larger than it actually is. For instance, an arrow fired from a Medium longbow normally deals 1d8 points of damage, but it would instead deal 2d6 points of damage if fired from a gravity bow (see page 145 of the Core Rulebook for more information). Only you can benefit from this spell. If anyone else uses your bow to make an attack the arrows deal damage as normal for their size.

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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

SOR / WIZ

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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## Hold Portal

1

School - abjuration  
Casting Time - 1 standard action  
Components - V  
Range - medium (100 ft. + 10 ft./level)  
Target - one portal, up to 20 sq. ft./level  
Duration - 1 min./level (D)  
Saving Throw - none; SR - no

SOR / WIZ

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A knock spell or a successful dispel magic spell can negate a hold portal spell.

Add 5 to the normal DC for forcing open a portal affected by this spell.

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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

SOR / WIZ

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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## Hypnotism

1

School - enchantment/compulsion  
Casting Time - 1 round  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Area - several living creatures, no two of which may be more than 30 ft. apart  
Duration - 2d4 rounds  
Saving Throw - Will negates; SR - yes

SOR / WIZ

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you.

In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total HD of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.

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## Icicle Dagger

1

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S  
Range - 0 ft.  
Effect - one icicle  
Duration - 1 minute/level  
Saving Throw - none; SR - no

SOR / WIZ

You create a masterwork dagger out of ice. The dagger deals 1 point of cold damage in addition to normal dagger damage.

If the dagger leaves your hand for more than 1 round, it melts and the spell ends. At 6th level, the dagger functions as a +1 frost dagger. At 11th level, it gains the returning property when thrown, melting away and reforming in your hand just before your next turn.

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## Identify

1

School - divination  
Casting Time - 1 standard action  
Components - V, S, M (wine stirred with an owl's feather)  
Range - 60 ft.  
Area - cone-shaped emanation  
Duration - 3 rounds/level  
Saving Throw - none; SR - no

SOR / WIZ

This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.

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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

SOR / WIZ

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.

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



## Interrogation

1

School - necromancy  
Casting Time - 1 round  
Components - V, S  
Range - touch  
Target - living creature touched  
Duration - 1 minute/level  
Saving Throw - Fortitude negates; SR - yes

You question the target, backed up by the threat of magical pain. You may ask one question per two caster levels. The target can either answer the question or take 1d4 points of damage plus your Wisdom bonus. The target is not compelled to answer truthfully, but the threat of pain gives it a -4 penalty on Bluff checks to convince you when it is lying.

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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

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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## Ki Arrow

1

School - conjuration  
Casting Time - 1 standard action  
Components - S  
Range - touch  
Target - 1 arrow touched  
Duration - instantaneous  
Saving Throw - Fortitude (object); SR - yes (object)

You imbue an arrow with your power and throw it at a target up to 100 feet away. Make a ranged attack roll. If it hits, the target takes damage from the arrow as if you had hit it with a single unarmed strike (including your Strength bonus).

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## Liberating Command

1

School - transmutation  
Casting Time - 1 immediate action  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - instantaneous  
Saving Throw - Will negates (harmless); SR - yes (harmless)

If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level (maximum +20). This spell has no effect if the target could not get free by using the Escape Artist skill (for example, if he were under the effects of a hold person spell or paralyzed by Strength damage).

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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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## Mage Armor

1

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S, F (a piece of cured leather)  
Range - touch  
Target - creature touched  
Duration - 1 hour/level (D)  
Saving Throw - Will negates (harmless); SR - no

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.

Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

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## Magic Aura

1

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S, F (a small square of silk that must be passed over the object that receives the aura)  
Range - touch  
Target - one touched object weighing up to 5 lbs./level  
Duration - 1 day/level  
Saving Throw - none; see text; SR - no

You alter an item's aura so that it registers to detect spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify. If the object bearing magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), magic aura doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

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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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## Memory Lapse

1

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

You cause the target to forget what happened from the casting of the spell back to the beginning of its last turn. This may allow a retry on a Diplomacy, Intimidate, or opposed skill check, though only with respect to the target, not other creatures that may be present.

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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.

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## Moment of Greatness

1

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M/DF (rabbit fur)  
Range - 50 ft.  
Target - The caster and allies within a 50-ft. burst centered on the caster  
Duration - 1 minute/level or until discharged  
Saving Throw - none; SR - yes (harmless)

Each creature affected by this spell is given the potential for greater success and glory. If the affected creature is benefiting from a morale bonus of any type, it can double that morale bonus on one roll or check, before making the roll. Once an affected creature uses this spell's effect, the spell is discharged for that subject.

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## 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.

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## 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.

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## 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

SOR / WIZ

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.

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## Peacebond

1

School - abjuration  
Casting Time - 1 standard action  
Components - S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one sheathed or slung weapon  
Duration - 1 minute/level  
Saving Throw - Will negates (object); SR - yes (object)

SOR / WIZ

You lock a weapon in place on its owner's body, or within the weapon's sheath or holster. Anyone who then tries to draw the weapon must spend a standard action and succeed at a Strength check (DC equal to the saving throw DC) to do so, provoking attacks of opportunity whether the attempt succeeds or fails.

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## Polypurpose Panacea

1

School - transmutation  
Casting Time - 1 standard action  
Components - S  
Range - personal  
Target - you  
Duration - see below

SOR / WIZ

This creates one of several cantrip-level effects relating to your health, well-being, and entertainment. The panacea has no side effects (for example, the intoxication panacea does not cause a hangover). When you use polypurpose panacea, choose one of the following effects.

**Analgesic:** You do not feel minor aches and pains, such as from arthritis, a cold, or a hangover, for 1 hour. For the duration, you gain a +2 resistance bonus against pain-related spells.

**Clarity:** You get a +1 competence bonus on a single attack roll, saving throw, or skill check within 1 minute. You must choose to use the bonus before making the roll to which it applies.

**Hallucination:** You have pleasant hallucinations for 1 hour, such as wandering lights, music, playful surreal animals, and so on. You can tell these are not real, but they are distracting, and you take a -2 penalty on Perception checks for the duration.

**Intoxication:** You feel comfortably intoxicated for 1 hour, as if you had a few alcoholic beverages.

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## Polypurpose Panacea (Cont.)

**Lucid Dream:** If you take this panacea within 1 hour of going to sleep, you have a lucid dream that is under your control and lasts for an hour.

**Resistance:** You gain a +1 resistance bonus on saves for 1 minute.

**Sleep:** You enter a pleasant and restful sleep for at least 1 hour unless awakened. If you would normally begin sleeping at this time, when the panacea ends you continue sleeping normally.

**Sobriety:** You become completely sober for 1 hour, negating any penalties to your actions for being drunk (GameMastery Guide 237). Magical and alchemical methods (such as detect poison) still detect you as inebriated. Time spent under the effect of this panacea do not count toward the time necessary to sober up (it merely delays your intoxication).

**Tenacity:** You gain 1 temporary hit point for 1 minute.

**Wakefulness:** You remain awake for 2 hours without feeling sleepy, and without side effects such as jitteriness. You gain a +5 resistance bonus against sleep-related spells such as lullaby and sleep. This use of the panacea merely delays your need for sleep and does not count as rest or sleep. You can use it multiple times in succession, but as each effect wears off, you are as tired as you would be had you not used the panacea.

## Protection From Chaos

1

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M/DF  
Range - touch  
Target - creature touched  
Duration - 1 min./level (D)  
Saving Throw - Will negates (harmless); SR - no; see text

SOR / WIZ

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by chaotic creatures. The target receives a new saving throw against control by chaotic creatures and chaotic summoned creatures cannot touch the target.

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## Protection From Evil

1

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M/DF  
Range - touch  
Target - creature touched  
Duration - 1 min./level (D)  
Saving Throw - Will negates (harmless); SR - no; see text

SOR / WIZ

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects such as charm person, command, and dominate person). This saving throw is made with a +2 morale bonus, using the same DC as the original effect.

If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires.

While under the effects of this spell, the target is

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## Protection From Evil (Cont.)

immune to any new attempts to possess or exercise mental control over the target.

This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

## Protection From Good

1

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M/DF  
Range - touch  
Target - creature touched  
Duration - 1 min./level (D)  
Saving Throw - Will negates (harmless); SR - no; see text

SOR / WIZ

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by good creatures. The target receives a new saving throw against control by good creatures and good summoned creatures cannot touch the target.

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## Protection From Law

1

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M/DF  
Range - touch  
Target - creature touched  
Duration - 1 min./level (D)  
Saving Throw - Will negates (harmless); SR - no; see text

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by lawful creatures.

The target receives a new saving throw against control by lawful creatures and lawful summoned creatures cannot touch the target.

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## 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

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.

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## Ray of Sickening

1

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

This spell functions as ray of exhaustion, except the target is sickened if it fails its save and unaffected if it makes its save.

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## 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

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)

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.

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## Restore Corpse

1

School - necromancy  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - corpse touched  
Duration - instantaneous  
Saving Throw - none; SR - no

You grow flesh on a decomposed or skeletonized corpse of a Medium or smaller creature, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did when the creature died. The new flesh is somewhat rotted and not fit for eating.

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## Sculpt Corpse

1

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (lump of wax)  
Range - touch  
Target - one dead creature touched  
Duration - instantaneous  
Saving Throw - Will partial; see text; SR - no

With a clammy caress and a word to the powers lurking beyond death, you can reshape a dead body look like another creature or even a specific person so long as you have firsthand knowledge of how that creature or person actually looks.

You can make the corpse one size larger or smaller and change anything else about it including its apparent type, gender, or age. Creatures with a reason to suspect deception may make a Will saving throw to realize that the corpse was altered. If you chose to make the corpse look like a specific individual anyone who knows that individual can make a Will save to realize that the corpse is not actually that person. However, if a creature fails its Will save by 5 or less they believe the corpse is that of someone who closely resembled the person they knew rather than a deliberate fake. This spell merely changes the appearance of the corpse. Any spell or effect that targets the corpse (such as speak with dead or raise dead) treats it as if it still had its original appearance.

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## See Alignment

1

School - divination  
Casting Time - 1 standard action  
Components - V, S, M (eye of newt)  
Range - personal  
Target - you  
Duration - 1/round per level

SOR / WIZ

When you cast this spell, select a single alignment (such as lawful good or chaotic evil). Creatures of that alignment glow with a ghostly radiance while they are within your vision. Though you can see this radiance, other creatures cannot. Spells and effects that obscure alignment, like undetectable alignment, also obscure the effects of this spell.

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## Shadow Weapon

1

School - illusion/shadow  
Casting Time - 1 standard action  
Components - V, S  
Range - 0 ft.  
Effect - one shadow weapon  
Duration - 1 minute/level  
Saving Throw - Will disbelief (if interacted with); SR - yes

SOR / WIZ

Drawing upon the Plane of Shadow, you shape a quasi-real masterwork melee weapon of a type you are proficient with. You may use this weapon to make attacks as if it were a real weapon, dealing normal damage for a weapon of its type. The first time you hit a creature with the weapon, it may make a Will save to disbelieve; failure means the weapon deals damage normally, success means it only takes 1 point of damage from the weapon's attacks. The weapon only deals 1 point of damage to objects. If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the shadow weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the target may save to disbelieve as normal. At 5th level, the weapon gains a +1 enhancement bonus. At 10th-level, you may increase the enhancement bonus to +2 or add the frost or keen weapon property. The frost and keen properties have no effect if the target makes its disbelief save. The spell ends if the weapon leaves your possession.

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## Shield

1

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

SOR / WIZ

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)

SOR / WIZ

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.

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## Shocking Grasp

1

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

SOR / WIZ

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).

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## Silent Image

1

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

SOR / WIZ

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

## Sleep

1

School - enchantment/compulsion  
Casting Time - 1 round  
Components - V, S, M (fine sand, rose petals, or a live cricket)  
Range - medium (100 ft. + 10 ft./level)  
Area - one or more living creatures within a 10-ft.-radius burst  
Duration - 1 min./level  
Saving Throw - Will negates; SR - yes

SOR / WIZ

A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

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## Snapdragon Fireworks

1

School - transmutation  
Casting Time - 1 standard action  
Components - S, V, M (a bundle of sulfur wrapped in cloth)  
Range - long (400 ft. + 40 ft./level)  
Effect - dragon-shaped fireworks  
Duration - 1 round/level  
Saving Throw - Reflex negates; SR - yes

SOR / WIZ

A favorite display at halfling midsummer festivals, this spell lets you create fireworks in the shape of tiny dragons.

Once per round, as a move action, you may designate a target 5-foot-square within range and launch a pyrotechnic in that direction. The pyrotechnic takes a zigzag path from you to that square, always missing creatures and objects in its path, and detonates in that square with a bang and a colorful burst of fire and light. Creatures in the target square take 1d4 points of fire damage and are dazzled for 1 round (Reflex half, a successful save negates the dazzled condition).

Normally when this spell is used as part of a festival, the chosen target is high in the sky to increase visibility and protect observers.

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## Stone Fist

1

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

SOR / WIZ

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.

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## Stumble Gap

1

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S, F (miniature shovel costing 10 gp)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - see text  
Duration - 1 round + 1 round/level  
Saving Throw - Reflex partial; SR - no

SOR / WIZ

You create a shallow extradimensional hole perfectly sized to trip anyone who steps within it. This hole occupies a single 5-foot square with a depth of six inches. Any creature occupying the square when you first create the hole, or who later steps into the square containing the hole, must make a Reflex saving throw to avoid falling prone in an adjacent square and taking 1d6 points of damage. A creature that makes its saving throw still stumbles ever so slightly and takes a -1 penalty on all rolls and checks for 1 round. The spell has no effect on creatures adjacent to the square containing the hole.

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## Summon Minor Monster

1

School - conjuration/summoning  
Casting Time - 1 round  
Components - V, S, F/DF (a tiny bag and a small candle)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - 1d3 summoned creatures  
Duration - 1 round/level (D)  
Saving Throw - none; SR - no

SOR / WIZ

This spell functions as summon monster I, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. As with animals summoned with summon monster I, you may apply one alignment-appropriate template to these animals.

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## Summon Monster I

1

School - conjuration/summoning  
Casting Time - 1 round  
Components - V, S, F/DF (a tiny bag and a small candle)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - one summoned creature  
Duration - 1 round/level  
Saving Throw - none; SR - no

SOR / WIZ

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "\*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If

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## Summon Monster I (Cont.)

you are neutral, you may choose which template to apply to the creature. Creatures marked with an "\*" always have an alignment that matches yours, regardless of their usual alignment.

Summoning these creatures makes the summoning spell's type match your alignment.

## Touch of Gracelessness

1

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

SOR / WIZ

With a single touch, you reduce a creature to a fumbling clown.

The target takes a penalty to its Dexterity equal to 1d6+1 per two caster levels (maximum 1d6+5). This penalty cannot drop the target's Dexterity score below 1.

In addition, if the subject moves more than half its speed, it falls prone. If the subject flies, its maneuverability is reduced by one step (perfect maneuverability becomes good, good becomes average, and so on).

A successful Fortitude save halves the penalty to Dexterity and negates the possibility of falling prone or the reduction to fly maneuverabilities.

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## Touch of the Sea

1

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (a fish scale)  
Range - touch  
Target - creature touched  
Duration - 1 minute/level  
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

SOR / WIZ

You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form (although magic items with a continuous effect continue to function). This spell does not grant the target any ability to breathe water.

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## True Strike

1

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

SOR / WIZ

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.

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## Unerring Weapon

1

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.

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## Unprepared Combatant

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 minute/level  
Saving Throw - Will negates; SR - yes

The target takes a -4 penalty on initiative checks and Reflex saves.

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## Unseen Servant

1

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

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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## Ventriloquism

1

School - illusion/figment  
Casting Time - 1 standard action  
Components - V, F (parchment rolled into cone)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - intelligible sound, usually speech  
Duration - 1 min./level  
Saving Throw - Will disbelief (if interacted with); SR - no

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

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## Vocal Alteration

1

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

You alter the target's voice to something else. For example, you could make the target's voice high-pitched, husky, or nasal, or change its accent to an accent you are familiar with.

If this spell is used as part of a disguise, the target gets a +10 bonus on the Disguise check when trying to fool a listener.

The target can vary the disguised voice just as it could its normal voice. For example, a halfling female given a male dwarf noble's voice and accent could speak in falsetto, with a rural halfling accent, and so on.

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## Weaken Powder

1

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (an empty paper cartridge)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - 1 loaded firearm  
Duration - instantaneous  
Saving Throw - Will negates (object); SR - yes (object)

Ammunition in the target firearm generates less of an explosive charge when fired. With such ammunition, the firearm's range increment is halved and the firer takes a -2 penalty on damage rolls. If aware of this spell's effect prior to firing the altered ammunition (a DC 16 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

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## Youthful Appearance

1

School - transmutation/polymorph  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - 1 hour/level

You make your target look like a younger version of itself. You select how much younger it looks (for example, "10 years" or "as a young adult"). You cannot otherwise change details of the target's appearance other than those directly associated with aging (for example, gray hair returns to its original color). The target cannot appear so much younger that it changes size.

This spell does not affect any age-based modifications to ability scores or other age-related effects.

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## Accelerate Poison

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (a thorn)  
Range - touch  
Target - creature touched  
Duration - instantaneous  
Saving Throw - Fortitude negates; SR - yes

SOR / WIZ

You hasten the onset of poison in the target. If the poison normally has an onset time, its effects begin immediately. If the poison has no onset time, its frequency is doubled, requiring two saving throws and inflicting damage twice per round or minute, though its duration is halved. Accelerate poison does not change the cure condition for the poison. If the target is affected by more than one poison, you may choose which is affected if you administered the poison; otherwise, randomly determine which poison is affected.

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## 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

SOR / WIZ

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.

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## Adoration

2

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

SOR / WIZ

The target of this spell is the subject of adoration by those whom it tries to affect with Diplomacy or during performance combat. If the target is out of combat, it receives a +2 morale bonus on all Diplomacy checks it makes to influence creatures. If the creature is engaged in performance combat (see page 153), the target gains a +2 morale bonus on all performance combat checks.

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## 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

SOR / WIZ

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)

SOR / WIZ

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.

## Ant Haul, Communal

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (a small pulley)  
Range - touch  
Target - creatures touched  
Duration - 2 hours/level  
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

SOR / WIZ

This spell functions like ant haul (see page 202 of the Pathfinder RPG Advanced Player's Guide), except you may divide the duration in 2-hour intervals among the creatures touched.

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## Arcane Lock

2

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M (gold dust worth 25 gp)  
Range - touch  
Target - door, chest, or portal touched, up to 30 sq. ft./level in size  
Duration - permanent  
Saving Throw - none; SR - no

SOR / WIZ

An arcane lock spell cast upon a door, chest, or portal magically locks it. You can freely pass your own arcane lock without affecting it. If the locked object has a lock, the DC to open that lock increases by 10 while it remains attached to the object. If the object does not have a lock, this spell creates one that can only be opened with a DC 20 Disable Device skill check. A door or object secured with this spell can be opened only by breaking in or with a successful dispel magic or knock spell. Add 10 to the normal DC to break open a door or portal affected by this spell. A knock spell does not remove an arcane lock; it only suppresses the effect for 10 minutes.

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## Arrow Eruption

2

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S, M (arrow or crossbow bolt)  
Range - long (400 ft. + 40 ft./level)  
Area - 30-ft.-radius burst  
Duration - instantaneous  
Saving Throw - none; SR - yes

You create exact duplicates of the arrow or crossbow bolt you used to kill a creature in the previous round and launch one at enemy creatures within a 30-foot radius of the corpse. You can target one creature per caster level (maximum 15) within range of the burst and must make a single attack roll and apply it to each arrow. These duplicate arrows possess all the intrinsic magical properties of the arrow that killed the original creature as well as those passed on to it by your bow. They also enjoy the full benefit of any bonuses or modifiers you applied to the attack from other magical items, feats, and class or racial features. However, this spell cannot reproduce any spells or other limited-use magical effects that you used to enhance that particular attack. This includes such effects as the true strike spell, as well as any area spell you might have placed on the arrow by means of the arcane archer's imbue arrow class feature.

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## Badger's Ferocity

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one weapon/3 levels  
Duration - concentration  
Saving Throw - Will negates (harmless); SR - yes (harmless)

This functions like keen edge, except it affects multiple weapons and requires your concentration. You select the weapons to be affected, and can only affect one weapon per creature. If a creature's weapon exceeds the spell's range, the spell ends for that weapon.

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## 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.

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## 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.

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## Blindness/Deafness

2

School - necromancy  
Casting Time - 1 standard action  
Components - V  
Range - medium (100 ft. + 10 ft./level)  
Target - one living creature  
Duration - permanent (D)  
Saving Throw - Fortitude negates; SR - yes

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

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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)

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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## Boiling Blood

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Target - one creature per three levels, no two of which may be more than 30 ft. apart  
Duration - concentration + 1 round/level (D)  
Saving Throw - Fortitude negates (see text); SR - yes

The blood of the targeted creatures begins to boil. If a target fails its save, it takes 1 point of fire damage per round. This spell has no effect on creatures that don't have blood. If a target has the orc subtype, it doesn't take fire damage and instead gains a +2 morale bonus to Strength.

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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)

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)

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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## Bullet Shield

2

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M (a bullet)  
Range - touch  
Target - creature touched  
Duration - 10 minutes/level (D)  
Saving Throw - Will negates (harmless); SR - yes (harmless)

The warded creature gains a +4 deflection bonus to AC against firearm and ranged attacks, with an additional +1 to the bonus for every five caster levels you have (to a maximum of +8 at 20th level). Though the spell is called bullet shield, it also grants this protection from attacks made from firearms with the scatter weapon quality.

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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

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.

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

## 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

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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## Certain Grip

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (a tiny ball of tar)  
Range - touch  
Target - creature touched  
Duration - 10 minutes/level (D)  
Saving Throw - Will negates (harmless); SR - yes (harmless)

The subject's grip and footing become sure, granting a +4 competence bonus on Climb checks, on Acrobatics checks to balance, and to CMD against bull rush, drag, reposition, and trip attempts. While affected by this spell, the target is also immune to the disarm combat maneuver.

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## Command Undead

2

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (a shred of raw meat and a splinter of bone)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one undead creature  
Duration - 1 day/level  
Saving Throw - Will negates; see text; SR - yes

This spell allows you a degree of control over an undead creature. If the subject is intelligent, it perceives your words and actions favorably (treat its attitude as friendly). It will not attack you while the spell lasts. You can give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. Retries are not allowed. An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

A nonintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Nonintelligent undead won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell.

Your commands are not telepathic. The undead creature must be able to hear you.

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## Compassionate Ally

2

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

At the sight of an injured ally, the target immediately disengages from its current course of action and rushes to provide aid. If the target possesses curative spells or magic items, it utilizes them to help the injured ally. If not, the target provides aid by performing a Heal check. The target remains with the injured ally to assure her safety and refuses to leave the ally's side until her wounds are fully treated or the spell ends, but can otherwise defend itself and make attacks.

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## Continual Flame

2

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M (ruby dust worth 50 gp)  
Range - touch  
Target - object touched Effect magical, heatless flame  
Duration - permanent  
Saving Throw - none; SR - no

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched.

Light spells counter and dispel darkness spells of an equal or lower level.

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## Create Pit

2

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S, F (miniature shovel costing 10 gp)  
Range - medium (100 ft. + 10 ft./level)  
Effect - 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels  
Duration - 1 round + 1 round/level  
Saving Throw - Reflex negates; SR - no

You create a 10-foot-by-10-foot extradimensional hole with a depth of 10 feet per two caster levels (maximum 30 feet).

You must create the pit on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can create the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest.

Any creature standing in the area where you first conjured the pit must make a Reflex saving throw to avoid falling into it.

In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw with a +2 bonus to avoid falling into it.

Creatures subjected to an effect intended to push them into the pit (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect.

Creatures who fall into the pit take falling damage as normal.

The pit's coarse stone walls have a Climb DC of 25. When the duration of the spell ends, creatures within the hole rise up with the bottom of the pit until they are standing on the surface over the course of a single round.

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## Create Treasure Map

2

School - divination  
Casting Time - 1 hour  
Components - V, S, M (powdered metal and rare inks worth 100 gp)  
Range - touch  
Target - one dead creature  
Duration - instantaneous  
Saving Throw - none; SR - no

You can take a piece from a dead creature's body and use it to create a map that reveals the locations of any valuables that creature knew about while still alive. You must cut this piece off yourself and the creature cannot have died more than 24 hours prior to the casting of this spell. You cannot cast this spell on a creature without a physical body, and the portion you remove must have a fairly level surface such as a piece of hide, carapace, or skin. The map you create is accurate to the best knowledge the creature had at the time of its death. It reveals the location of one source of treasure for every three caster levels you possess.

Any inaccuracies or faulty information held by the creature are represented on the map as well. Similarly, the map cannot account for any changes that occur after the creature's death.

You must choose the scale of the map when creating it, opting between nearby (e.g., one or two dungeon levels), local (e.g., a valley or community), or broad (e.g., a country or larger). The map reveals the locations of what the creature deemed most valuable within its area. Depending on the creature, the map might reveal a source of tasty food, suitable mates, or even your own treasure vault.

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## Cushioning Bands

2

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S,  
Range - touch  
Target - creature touched  
Duration - 1 hour/level or until discharged (D)  
Saving Throw - Will negates (harmless); SR - yes

Invisible bands of force encircle vital areas of the target. The bands resist crushing forces and impacts without interfering with movement. The target gains DR 2/piercing or slashing and takes half damage from constriction, falling, and being buried, as well as from similar crushing effects such as crushing hand. Grapple checks for attacks other than constricting (such as pinning or swallowing whole) are not affected. Once the spell has blocked 12 points of damage per caster level (to a maximum of 120 points at 10th level), it is discharged. The bands have no effect on incorporeal attacks unless they deal damage from constriction or crushing, or unless the attacks would be subject to damage reduction.

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

## 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

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 total 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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## Darkvision

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (either a pinch of dried carrot or an agate)  
Range - touch  
Target - creature touched  
Duration - 1 hour/level  
Saving Throw - Will negates (harmless); SR - yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight.

Darkvision can be made permanent with a permanency spell.

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## Daze Monster

2

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M (a pinch of wool or similar substance)  
Range - medium (100 ft. + 10 ft./level)  
Target - one living creature of 6 HD or less  
Duration - 1 round  
Saving Throw - Will negates; SR - yes

This spell functions like daze, but it can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

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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

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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## Delay Pain

2

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

You override the target's ability to feel pain. Pain effects (such as pain strike\*\* and symbol of pain) do not affect the target until this spell's duration has expired. This does not negate any physical damage, ability damage, or ability drain that a pain effect has already done, but it does negate ongoing penalties from pain while the spell lasts.

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## Destabilize Powder

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (a few drops of liquor)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - 1 loaded firearm  
Duration - instantaneous  
Saving Throw - Will negates (object); SR - yes (object)

This spell makes the ammunition in the target firearm is prone to misfire. Increase the misfire range by 1 + 1 per five caster levels (maximum +5) for the ammunition currently loaded into that firearm. If aware of this spell's effect prior to firing the altered ammunition (a DC 17 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

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## Detect Thoughts

2

School - divination  
Casting Time - 1 standard action  
Components - V, S, F/DF (a copper piece)  
Range - 60 ft.  
Area - cone-shaped emanation  
Duration - concentration, up to 1 min./level  
Saving Throw - Will negates; see text; SR - no

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

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

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## Disfiguring Touch

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - 1 day/level  
Saving Throw - Will negates; SR - yes

With a touch, you cause the victim of this spell to suffer a painful curse that causes it to grow hideously disfigured. The physical appearance of the deformity is subject to the caster's whim (most demon worshipers choose deformities that reflect their Abyssal patron's shape or form). The target takes one of the following penalties. -2 decrease to an ability score (minimum 1). -2 penalty on attack rolls or saving throws. Land speed reduced by 5 feet. You may also invent other effects, but they should be no more powerful than those described above.

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## Disguise Other

2

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - 10 minute/level (D)

This spell functions as disguise self, except you can disguise either yourself or another creature.

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

## Dust Of Twilight

2

School - conjuration  
Casting Time - 1 standard action  
Components - V, S, M (coal dust)  
Range - medium (100 ft. + 10 ft./level)  
Target - creatures and objects in a 10-ft. spread  
Duration - instantaneous  
Saving Throw - Fortitude negates (fatigue only); SR - no

A shower of iridescent black particles clings to and extinguishes torches, lanterns, sunrods, and similar mundane light sources and dispels any spell of 2nd level or lower with the light descriptor (as dispel magic). Creatures in the area must make a Fortitude save or become fatigued.

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

## Eagle's Splendor

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (feathers or droppings from an eagle)  
Range - touch  
Target - creature touched  
Duration - 1 min./level  
Saving Throw - Will negates (harmless); SR - yes

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

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## Elemental Speech

2

School - divination  
Casting Time - 1 standard action  
Components - V, S, M (iron filings)  
Range - personal  
Target - you  
Duration - 1 minute/level

This spell enables you to converse with creatures associated with a chosen element, including but not limited to true elemental creatures. This spell gains the elemental subtype based on the version of the spell you cast. Elemental speech does not guarantee a friendly reaction; it merely enables communication. You may converse with all creatures of the selected type with an Intelligence score of 1 or greater, even if they do not understand one another.

When cast as an air spell, you can converse in Auran and with any creature that has the air subtype or a fly speed.

When cast as an earth spell, you can converse in Terran and with any creature that has the earth subtype or a burrow speed.

When cast as a fire spell, you can converse in Ignan and with any creature that has the fire subtype.

When cast as a water spell, you can converse in Aquan and with any creature that has the water subtype or a swim speed.

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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

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.

## Endure Elements, Communal

2

School - abjuration  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creatures touched  
Duration - 24 hours  
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like endure elements, except you divide the duration in 1-hour increments among the creatures touched.

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## False Life

2

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (a drop of blood)  
Range - personal  
Target - you  
Duration - 1 hour/level or until discharged; see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

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## Fiery Shuriken

2

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S, M (a pinch of sulfur and a single shuriken worth 2 sp)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - Two or more fiery shuriken  
Duration - 1 round/level (D)  
Saving Throw - none; SR - yes

You call forth two fiery projectiles resembling shuriken, plus one more for every two caster levels beyond 3rd (to a maximum of eight shuriken at 15th level), which hover in front of you. When these shuriken appear, you can launch some or all of them at the same target or different targets. Each shuriken requires a ranged touch attack roll to hit and deals 1d8 points of fire damage. You provoke no attacks of opportunity when launching them. Any shuriken you do not launch as part of casting this spell remains floating near you for the spell's duration. On rounds subsequent to your casting of this spell, you can spend a swift action to launch one of these remaining shuriken or a standard action to launch any number of these remaining shuriken. If you fail to launch a shuriken before the duration ends, that shuriken disappears and is wasted.

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## 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

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

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.

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## 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

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.

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## Fox's Cunning

2

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

The target becomes smarter. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier.

Wizards (and other spellcasters who rely on Intelligence) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill ranks.

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## 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

SOR / WIZ

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.

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## Frost Fall

2

School - evocation  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Area - 5-foot radius burst  
Duration - 1 round/2 levels  
Saving Throw - Fortitude partial; SR - yes

SOR / WIZ

The area of this spell is covered in chilling frost, dealing 2d6 points of cold damage to all creatures within it. Creatures that the spell initially damages must succeed at a Fortitude save or become staggered for 1 round. The area remains chilled for the spell's duration. Any creature that starts your turn within the spell's area takes 1d6 points of cold damage (Fortitude saving throw for half) but does not become staggered even on a failed saving throw.

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

## Ghostly Disguise

2

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S  
Range - personal  
Target - you  
Duration - 10 minute/level (D)

SOR / WIZ

You make yourself-including clothing, armor, weapons, and equipment-appear translucent like a ghost. Any mundane or magical disguise on you is affected by this illusion as well; for example, if you are disguised as the king or a sahuagin, you look like a ghostly version of the king or a sahuagin. Your ghostly form may have a pale green, blue, or violet coloration, or a muted version of your normal appearance.

The spell does not actually make you ghostly or provide any incorporeal abilities. If you choose, the illusion can make you appear to float slightly above the ground, though you are actually still on the ground. A creature that interacts with the glamor gets a Will save to recognize it as an illusion.

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

## Ghoul touch

2

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (cloth from a ghoul or earth from a ghoul's lair)  
Range - touch  
Target - living humanoid touched  
Duration - 1d6+2 rounds  
Saving Throw - Fortitude negates; SR - yes

SOR / WIZ

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack.

A paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Fortitude negates). A neutralize poison spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench. This is a poison effect.

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## Glide

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (a leaf)  
Range - personal  
Target - you  
Duration - until landing or 1 minute/level (D)

SOR / WIZ

You take no damage from falls (as if from feather fall). In addition, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot use this spell to actually gain height, merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes you to rise you can take advantage of it in order to increase the distance you can glide. The spell ends as soon as your feet touch the ground regardless of its remaining duration. If the spell expires while you are still in the air you fall the remaining distance as normal.

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## 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

SOR / WIZ

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

SOR / WIZ

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.



## Haunting Mists

2

School - illusion/figment  
Casting Time - 1 standard action  
Components - V, S  
Range - 20 ft.  
Effect - cloud spreads in 20-ft. radius, 20 ft. high  
Duration - 1 minute/level (D)  
Saving Throw - Will partial (see text); SR - no

An illusion of misty vapor inhabited by shadowy shapes arises around you. It is stationary. The illusory mist 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).

All creatures within the mist must save or take 1d2 points of Wisdom damage and gain the shaken condition. The shaken condition lasts as long as the creature remains in the mist.

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## Hideous Laughter

2

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

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless.

After the spell ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity.

If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration.

A creature with an Intelligence score of 2 or lower is not affected.

A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

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## Hypnotic Pattern

2

School - illusion/pattern  
Casting Time - 1 standard action  
Components - V (bard only), S, M (a stick of incense or a crystal rod); see text  
Range - medium (100 ft. + 10 ft./level)  
Effect - colorful lights in a 10-ft.-radius spread  
Duration - Concentration + 2 rounds  
Saving Throw - Will negates; SR - yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of HD of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must perform as a verbal component.

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## 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.

## Kinetic Reverberation

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (rubber tree sap)  
Range - touch  
Target - creature touched  
Duration - 1 round/level  
Saving Throw - Fortitude negates (object); SR - yes (object)

This spell converts the momentum and force from melee attacks made against the target of the spell, reflecting them back upon the attacker's weapon. After making a successful melee attack against the target, an attacker must make a Fortitude saving throw for the weapon used. If the weapon fails the save, it takes damage equal to the damage rolled against the target. Creatures using natural attacks or unarmed strikes are unaffected by this spell.

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## Knock

2

School - transmutation  
Casting Time - 1 standard action  
Components - V  
Range - medium (100 ft. + 10 ft./level)  
Target - one door, box, or chest with an area of up to 10 sq. ft./level  
Duration - instantaneous; see text  
Saving Throw - none; SR - no

Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock. When you complete the casting of this spell, make a caster level check against the DC of the lock with a +10 bonus. If successful, knock opens up to two means of closure. This spell opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold something shut). If used to open an arcane locked door, the spell does not remove the arcane lock but simply suspends its functioning for 10 minutes.

In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each casting can undo as many as two means of preventing access.

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## 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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## Locate Object

2

School - divination  
Casting Time - 1 standard action  
Components - V, S, F/DF (a forked twig)  
Range - long (400 ft. + 40 ft./level)  
Area - circle, centered on you, with a radius of 400 ft. + 40 ft./level  
Duration - 1 min./level  
Saving Throw - none; SR - no

SOR / WIZ

You sense the direction of a well-known or clearly visualized object.

You can search for general items, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails.

You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. Polymorph any object and nondetection fool it.

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## Mad Hallucination

2

School - illusion/phantasm  
Casting Time - 1 standard action  
Components - V, S  
Range - close (20 ft.)  
Target - one humanoid creature  
Duration - 5 minute/level (maximum 1 hour)  
Saving Throw - Will negates; SR - yes

SOR / WIZ

This spell induces a hallucinogenic reality in the mind of your target. Surfaces seem to swim, and movement constantly distracts the eye. The target takes a -2 penalty on Will saving throws, caster level checks, Intelligence-based skill checks, and Wisdom-based skill checks.

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## Magic Mouth

2

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S, M (a small bit of honeycomb and jade dust worth 10 gp)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature or object  
Duration - permanent until discharged  
Saving Throw - Will negates (object); SR - yes (object)

SOR / WIZ

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be 25 or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Magic mouth can also be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case.

Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does.

Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types

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## Magic Mouth (Cont.)

of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6thlevel caster can command a magic mouth to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Magic mouth can be made permanent with a permanency spell.

## Magic Siege Engine

2

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

SOR / WIZ

This spell permits an indirect fire siege engine to bombard its targets with greater accuracy, delivering more damage. The siege weapon receives a +1 enhancement bonus on targeting rolls and damage rolls. If used on a direct fire siege weapon, this spell acts a magic weapon.

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## Make Whole

2

School - transmutation  
Casting Time - 10 minutes  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one object of up to 10 cu. ft./level or one construct creature of any size  
Duration - instantaneous  
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

SOR / WIZ

This spell functions as mending, except that it repairs 1d6 points of damage per level when cast on an object or construct creature (maximum 5d6).

Make whole can fix destroyed magic items (at 0 hit points or less), and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way. When make whole is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

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## Masterwork Transformation

2

School - transmutation  
Casting Time - 1 hour  
Components - V, S, M (see below)  
Range - touch  
Target - one weapon, suit of armor, shield, tool, or skill kit touched  
Duration - instantaneous  
Saving Throw - none; SR - no

SOR / WIZ

You convert a non-masterwork item into its masterwork equivalent. A normal sword becomes a masterwork sword, a suit of leather armor becomes a masterwork suit of leather armor, a set of thieves' tools becomes masterwork thieves' tools, and so on. If the target object has no masterwork equivalent, the spell has no effect. You can affect 50 pieces of ammunition as if they were one weapon. You decide if the object's appearance changes to reflect this improved quality.

The material component for the spell is magical reagents worth the cost difference between a normal item and the equivalent masterwork item (typically 300 gp for a weapon, 150 gp for armor, or 50 gp for a tool). If an object has multiple masterwork options (such as a double weapon, or a spiked shield that could be made masterwork as a weapon or armor), you choose one option of the object to affect (though you can cast the spell again to affect another option).

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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

SOR / WIZ

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

SOR / WIZ

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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## Misdirection

2

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature or object, up to a 10-ft. cube in size  
Duration - 1 hour/level  
Saving Throw - none or Will negates; see text; SR - no

SOR / WIZ

By means of this spell, you misdirect the information from divination spells that reveal auras (detect evil, detect magic, discern lies, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of misdirection is detected as if it were the other object. Neither the subject nor the other object gets a saving throw against this effect. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (augury, detect thoughts, clairaudience/clairvoyance, and the like).

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## Miserable Pity

2

School - abjuration  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - 1 round/level and 1 minute; see text  
Saving Throw - Will negates (see text); SR - yes

SOR / WIZ

This spell functions as sanctuary, except creatures attempting to attack the target who fail their saves also feel a strong sense of pity toward the target, as if it were weak, pathetic, and not a threat. If the target breaks the spell by attacking, any creature that failed its save against the spell gains a +2 morale bonus on attack rolls against the target for 1 minute.

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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

SOR / WIZ

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.

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## Obscure Object

2

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M/DF (chameleon skin)  
Range - touch  
Target - one object touched of up to 100 lbs./level  
Duration - 8 hours  
Saving Throw - Will negates (object); SR - yes (object)

SOR / WIZ

This spell hides an object from location by divination (scrying) effects, such as the scrying spell or a crystal ball. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

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## Oppressive Boredom

2

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 or until broken (see text)  
Saving Throw - Will negates (see text); SR - yes

SOR / WIZ

You fill your target with boredom. The target loses all interest in its current task and must make a Will save against the spell's effect in order to perform its next action. If the target fails, it takes no action that round. The boredom lasts until the duration expires or the target breaks the spell's effect with a successful Will save.

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## Owl's Wisdom

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (feathers or droppings from an owl)  
Range - touch  
Target - creature touched  
Duration - 1 min./level  
Saving Throw - Will negates (harmless); SR - yes

SOR / WIZ

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, and rangers (and other Wisdom-based spellcasters) who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

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## Pernicious Poison

2

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, DF  
Range - touch  
Target - creature touched  
Duration - 10 minute/level  
Saving Throw - none; SR - yes

SOR / WIZ

You weaken the target's defenses against poison. The target gains a -4 penalty on saves against poison, and poisons affecting the target continue for another 2 frequency increments (for example, black adder venom lasts 8 rounds instead of 6, and arsenic lasts for 6 minutes instead of 4). Attempts to cure the poisoned target with skill or magic take a -4 penalty.

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## Phantom Trap

2

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S, M (special dust worth 50 gp)  
Range - touch  
Target - object touched  
Duration - permanent  
Saving Throw - none; SR - no

SOR / WIZ

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is certain a real trap exists.

Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another phantom trap is active within 50 feet when the spell is cast, the casting fails.

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## 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)

SOR / WIZ

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.

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## Protection From Arrows

2

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, F (a piece of tortoiseshell or turtle shell)  
Range - touch  
Target - creature touched  
Duration - 1 hour/level or until discharged  
Saving Throw - Will negates (harmless); SR - yes (harmless)

SOR / WIZ

The warded creature gains resistance to ranged weapons.

The subject gains damage reduction 10/magic against ranged weapons. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

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## Protection from Chaos, Communal

2

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M/DF  
Range - touch  
Target - creatures touched  
Duration - 1 min./level (D)  
Saving Throw - Will negates (harmless); SR - no; see text

SOR / WIZ

This spell functions like protection from chaos, except you divide the duration in 1-minute intervals among the creatures touched.

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## Protection from Evil, Communal

2

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M/DF  
Range - touch  
Target - creatures touched  
Duration - 1 min./level (D)  
Saving Throw - Will negates (harmless); SR - no; see text

SOR / WIZ

This spell functions like protection from evil, except you divide the duration in 1-minute intervals among the creatures touched.

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## Protection from Good, Communal

2

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M/DF  
Range - touch  
Target - creatures touched  
Duration - 1 min./level (D)  
Saving Throw - Will negates (harmless); SR - no; see text

SOR / WIZ

This spell functions like protection from good, except you divide the duration in 1-minute intervals among the creatures touched.

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## Protection from Law, Communal

2

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M/DF  
Range - touch  
Target - creatures touched  
Duration - 1 min./level (D)  
Saving Throw - Will negates (harmless); SR - no; see text

SOR / WIZ

This spell functions like protection from law, except you divide the duration in 1-minute intervals among the creatures touched.

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## Protective Penumbra

2

School - evocation  
Casting Time - 1 standard action  
Components - V, S,  
Range - touch  
Target - creature touched  
Duration - 10 minutes/level  
Saving Throw - Will negates (harmless); SR - yes

SOR / WIZ

This spell keeps the target slightly in shadow. A target with light blindness, light sensitivity, or vulnerability to sunlight (such as vampires and wraiths) may ignore penalties from those qualities. The spell gives the target a +2 bonus on saving throws against nonmagical hazards related to bright light, such as glare or sunburn.

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



## 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

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.

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## Qualm

2

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

The target is suddenly beset with unexplainable doubts about the effectiveness of its actions and the righteousness of its cause. The creature takes a -10 penalty on its ability checks, skill checks, and concentration checks, until the duration ends, or until it spends its entire turn doing absolutely nothing (it spends a full-round action gaining focus). Spending an entire turn doing nothing discharges the spell.

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

## Recoil Fire

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (hoof shavings from a mule)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - 1 firearm  
Duration - instantaneous  
Saving Throw - Will negates (object); SR - yes (object)

The target firearm suddenly fires of its own volition, even if it is unloaded, generating a recoil so great that the wielder or carrier of the firearm must scramble to hold onto it and becomes flat-footed until the start of his next turn. If the wielder is already flat-footed, he is instead knocked prone. If the firearm was loaded, that ammunition is wasted.

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

## 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)

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)

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

## Resist Energy

2

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, DF  
Range - touch  
Target - creature touched  
Duration - 10 min./level  
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

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## Returning Weapon

2

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)

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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## Ricochet Shot

2

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M (a wishbone)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one projectile weapon  
Duration - 1 round/level or until discharged  
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

You imbue a projectile weapon with the ability to ricochet any projectiles that hit one target so that they also hit another. When the wielder ricochets a projectile, she selects a primary target to attack. If she hits the primary target, the projectile ricochets instead of being destroyed. The wielder can then select a secondary target that is within 20 feet of the primary target. She makes an attack roll against the secondary target at the same base attack bonus, but does not gain the benefit from any enhancement bonuses or magic qualities on the projectile. If the shot comes from a firearm, the ricochet targets normal AC rather than touch AC. While the spell lasts, the target weapon's wielder can ricochet one projectile per three caster levels you possess, to a maximum of six at caster level 18th. Once the target weapon's wielder ricochets that many shots, the spell is discharged. If the weapon's wielder fails to use all the ricochets before the spell ends, those ricochets are wasted.

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## Rope Trick

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (powdered corn and a twisted loop of parchment)  
Range - touch  
Target - one touched piece of rope from 5 ft. to 30 ft. long  
Duration - 1 hour/level  
Saving Throw - none; SR - no

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end.

The upper end is, in fact, fastened to an extradimensional space that is outside the usual multiverse of extradimensional spaces.

Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). The rope cannot be removed or hidden. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot-by-5-foot window were centered on the rope. The window is invisible, and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

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

## Scare

2

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (a bone from an undead creature)  
Range - medium (100 ft. + 10 ft./level)  
Target - one living creature per three levels, no two of which can be more than 30 ft. apart  
Duration - 1 round/level or 1 round; see text for cause fear  
Saving Throw - Will partial; SR - yes

This spell functions like cause fear, except that it causes all targeted creatures of less than 6 HD to become frightened.

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## 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

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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## Sculpt Simulacrum

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - simulacrum touched  
Duration - instantaneous  
Saving Throw - Fortitude negates; SR - yes

You create cosmetic changes to a simulacrum, similar to disguise self, except the changes are physical rather than illusory. This does not change any of the simulacrum's abilities.

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

## See Invisibility

2

School - divination  
Casting Time - 1 standard action  
Components - V, S, M (talc and powdered silver)  
Range - personal  
Target - you  
Duration - 10 min./level

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility.

It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a permanency spell.

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

## Share Language

2

School - divination  
Casting Time - 1 standard action  
Components - V, S, M (a page from a dictionary)  
Range - touch  
Target - creature touched  
Duration - 24 hours  
Saving Throw - Will negates (harmless); SR - yes (harmless)

You can share your facility for one particular language with another creature. For 24 hours the target can read, understand, and communicate to the best of its ability in any one language which you already know. For every 5 levels you possess, you can grant the use of another language you know, to a maximum of 5 languages at 20th level. The target must have the physical capacity to articulate sounds, make gestures, or engage in whatever other method speakers of the language use to communicate with each other in order to actually converse. If the target lacks the mental capacity to grasp an actual language it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions coached in the language (whether written or spoken). However, since this spell does not endow the target with greater reasoning capacity, merely a temporarily enhanced vocabulary, the person offering up instructions to non-sentient creatures must take care to remove any ambiguity or guesswork.

Similarly, this spell does not affect the basic nature of the target, or its disposition toward you or anyone else, so convincing it to actually carry out these instructions could require negotiation, threats, or outright bribery.

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## Share Memory

2

School - divination  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - you and one creature touched  
Duration - instantaneous  
Saving Throw - Will negates; SR - yes

You momentarily link your mind with the target and share a single memory of no longer than 1 minute. You can show the target one of your memories, show the target one of its own memories, or view one of the target's memories.

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

## 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

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



## Silk To Steel

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - one scarf  
Duration - 1 round/level  
Saving Throw - none; SR - no

You imbue an ordinary scarf (or similar piece of clothing) with the strength of steel without altering its weight or flexibility.

Each round on your turn, you can decide to use the scarf to defend yourself (gaining a +2 shield bonus to your Armor Class) or to attack as if the scarf were a whip.

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## Skinsend

2

School - necromancy  
Casting Time - 1 minute  
Components - V, S  
Range - personal  
Target - you  
Duration - 1 hour/level (D)

You cause your own skin to peel off your body and animate as a magical creature you control. You may project your consciousness to your animated skin or return it to your actual body as a standard action. When your consciousness is in your body, you are helpless (except for transferring your will to your skin, or dismissing the spell).

Your possessed skin is identical to you in all ways, except the following: It has only half the number of hit points you had at the time you cast the spell, and cannot be healed above this maximum; construct type, traits, and immunities; Str 3, Con -; DR 10/piercing or slashing; and compression (as the universal monster ability, Bestiary 2 295). Your skin can take any actions you could normally take in your own body (such as to fight or cast spells).

When your skin leaves your body, your body's hit points drop to 0. Your body cannot heal damage naturally while you have no skin, nor do spells that cure hit point damage work on your body; only regeneration (from a regenerate spell, ring of regeneration, the regeneration monster ability, or any other effect that can regrow missing limbs) or heal can regrow your skin.

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## Skinsend (Cont.)

and allow you heal above 0 hit points.

If your body is regenerated before your skin returns to it, the skin dies and your consciousness returns automatically to your body. Your skin can be preserved with gentle repose and is suitable for any purpose that requires some of your flesh (such as a resurrection spell) or any magic or ritual that requires a creature's skin.

When your skin returns to your body, you regain hit points equal to your skin's remaining hit points. If the spell ends before you reunite with your skin or if your skin is killed while you are in your body, you remain helpless and at 0 hit points until your full body is restored to you (requiring powerful magic, as described above). If your body dies while you are possessing your skin, you die when the spell ends, regardless of how many hit points the skin has left. If your body or skin is slain with your consciousness in it, the spell ends and you are instantly killed.

This spell leaves long scars on your skin where it split apart, although these fade normally with the use of healing magic.

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

## Slipstream

2

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S, M/DF (a few drops of oil and water)  
Range - touch  
Target - creature touched  
Duration - 10 minutes/level (D)  
Saving Throw - Reflex negates (harmless); SR - no

You create a low-crested wave of water that carries the target along the surface of water or the ground. When moving across level ground, the target's speed increases by 10 feet.

If going downhill, speed increases by 20 feet instead, but slipstream provides no movement bonus when going uphill.

While swimming, the slipstream increases the target's swim speed by 20 feet-if the target does not have a swim speed, this spell grants a swim speed of 20 ft.

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## Spectral Hand

2

School - necromancy  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Effect - one spectral hand  
Duration - 1 min./level  
Saving Throw - none; SR - no

A ghostly hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if it goes beyond the spell range or goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of 22 (+8 size, +4 natural armor). Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

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## 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)

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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## Spontaneous Immolation

2

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M (pinch of saltpeper)  
Range - medium (100 ft. + 10 ft./level)  
Target - one creature  
Duration - instantaneous  
Saving Throw - Fortitude half and Reflex (see description); SR - yes

You point your finger at a creature, causing it to spontaneously burst into flame. The target takes 3d6 points of fire damage and catches on fire (Pathfinder RPG Core Rulebook 444). A successful Fortitude save reduces this damage by half and prevents the target from catching on fire. Each round on your turn, a burning target can attempt a new save to extinguish the flames (DC equal to the DC of the spell); otherwise it takes another 1d6 fire damage.

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

## Stabilize Powder

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (a few drops of liquor)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - 1 loaded firearm  
Duration - instantaneous  
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

Ammunition currently loaded in the target firearm is less prone to misfire. Decrease the misfire range by 1 + 1 per five caster levels (maximum +5, minimum misfire 0) for the ammunition currently loaded into that firearm.

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## Steal Voice

2

School - necromancy  
Casting Time - 1 standard action  
Components - V  
Range - medium (100 ft. + 10 ft./level)  
Target - one creature  
Duration - permanent (D)  
Saving Throw - Fortitude negates; SR - yes

The target's throat constricts, giving it the caster croak spellblight (see page 95).

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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

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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## Summon Monster II

2

School - conjuration/summoning  
Casting Time - 1 round  
Components - V, S, F/DF (a tiny bag and a small candle)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - one summoned creature  
Duration - 1 round/level  
Saving Throw - none; SR - no

This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

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## Summon Swarm

2

School - conjuration/summoning  
Casting Time - 1 round  
Components - V, S, M/DF (a square of red cloth)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - one swarm of bats, rats, or spiders  
Duration - concentration + 2 rounds  
Saving Throw - none; SR - no

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

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## Symbol of Mirroring

2

School - illusion/figment  
Casting Time - 10 minutes  
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 100 gp)  
Range - 0 ft.; see text  
Effect - one symbol  
Duration - see text  
Saving Throw - Will partial (harmless); SR - yes

This spell functions as symbol of death, except it instead creates one illusory duplicate of each creature within 60 feet of the symbol. These duplicates function as mirror image, moving with the original creatures and mimicking their movements, sounds, and actions exactly. If an illusory double is destroyed, a new one appears on the creature's turn. The images last for as long as a creature remains within 60 feet of the symbol, and for 1 round/level thereafter. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of mirroring can be made permanent with a permanency spell by a caster of 10th level or higher for the cost of 5,000 gp.

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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).

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## 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.

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## Thunder Fire

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (a piece of spent thunderstone)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - 1 loaded firearm  
Duration - instantaneous  
Saving Throw - Will negates (object), see text; SR - yes (object), see text

The firearm targeted creates a thunderous report, even if the firearm is not loaded. Every creature within 15 feet of the creature wielding or carrying the firearm must succeed at a Fortitude save or be deafened for 1 minute. The creature wielding or carrying the firearm takes a -4 penalty on this saving throw, and his misfire range increases by 1 for 1d4 rounds. If the firearm was loaded when it was targeted by this spell, that ammunition is wasted.

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## Touch of Idiocy

2

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - living creature touched  
Duration - 10 min./level  
Saving Throw - none; SR - yes

SOR / WIZ

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

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## 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

SOR / WIZ

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.

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## Unnatural Lust

2

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  
Saving Throw - Will negates; SR - yes

SOR / WIZ

Your target is filled with lust and desire for a single creature or object as designated by you at the time of casting. That creature or object must be within the spell's range and perceivable by the target of the spell. The target is filled with the compulsion to rush to the subject of its lust and passionately kiss or caress that subject on its next turn, taking no other actions. If the target would not normally have lustful feelings toward the designated creature or object, it receives a +4 bonus on its saving throw.

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

## Unshakable Chill

2

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - 10 minutes/level; see text  
Saving Throw - Fortitude negates (see text); SR - yes

SOR / WIZ

The target is filled with an unshakable chill for the duration of the spell, and suffers from the effects of severe cold (Core Rulebook 442). Severe cold means if the initial saving throw fails, the target takes 1d6 points of nonlethal cold damage and must save every 10 minutes (using the DC of severe cold instead of this spell's DC) or take additional damage.

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

## Warding Weapon

2

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

SOR / WIZ

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

## 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

SOR / WIZ

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.

## Web Shelter

2

School - conjuration/creation  
Casting Time - 1 minute  
Components - V, S, DF  
Range - close (25 ft. + 5 ft./two levels)  
Effect - 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere  
Duration - 1 hour/level (D)  
Saving Throw - none; SR - no

SOR / WIZ

You create a shelter of slightly sticky webbing. The shelter has a hinged door large enough to accommodate a Medium creature. The opaque walls of the shelter measure 1 inch thick and provide total cover to anyone within it.

Only Fine creatures with negligible Strength can be caught in the webbing (including swarms); all other creatures can pull themselves free without making a Strength check or taking an action. The webbing is sticky enough to hold twigs, leaves, dirt, and other light items, allowing you to conceal the shelter. The shelter is watertight and insulated when the door is closed. Its surface has a hardness of 0 and 2 hit points for every 5-foot square of web surface area. It takes normal damage from fire and burns as easily as wood. When the spell ends, the webbing decays rapidly and disappears.

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## Whispering Wind

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - 1 mile/level  
Area - 10-ft.-radius spread  
Duration - no more than 1 hour/level or until discharged (destination is reached)  
Saving Throw - none; SR - no

SOR / WIZ

You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than 25 words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. You can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with magic mouth, whispering wind cannot speak verbal components, use command words, or activate magical effects.

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## Ablative Barrier

3

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

SOR / WIZ

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.

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## Animate Dead, Lesser

3

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (an onyx gem worth at least 25 gp per Hit Die of the undead)  
Range - touch  
Target - one corpse  
Duration - instantaneous  
Saving Throw - none; SR - no

SOR / WIZ

This spell functions as animate dead, except you can only create a single Small or Medium skeleton or zombie. You cannot create variant skeletons or zombies with this spell.

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## Anthropomorphic Animal

3

School - transmutation/polymorph  
Casting Time - 1 standard action  
Components - V, S, M (a humanoid thumb bone)  
Range - touch  
Target - animal touched  
Duration - 1 hour/level  
Saving Throw - Fortitude negates; SR - yes

SOR / WIZ

You transform the touched animal into a bipedal hybrid of its original form with a humanoid form, similar to how a lycanthrope's hybrid form is a mix of a humanoid and animal form. The animal's size, type, and ability scores do not change. It loses its natural attacks except for bite (if it had one as an animal), all types of movement other than its land speed, and special attacks that rely on its natural attacks. One pair of its limbs is able to manipulate objects and weapons as well as human hands do; limbless animals like snakes temporarily grow a pair of arms. The creature's Intelligence increases to 3, and it gains the ability to speak one language you know. It is not considered proficient in any manufactured weapons. It can attack with unarmed strikes, dealing unarmed strike damage for a creature of its size (unless it has a bite attack, which is a natural attack).

Anthropomorphic animal can be made permanent with a permanency spell cast by a caster of 11th level or higher at a cost of 7,500 gp.

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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

SOR / WIZ

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

SOR / WIZ

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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## Ash Storm

3

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

SOR / WIZ

Driving ash blocks all sight (even darkvision) within the spell's area of effect, and falling cinders cause the ground in the area to become difficult terrain.

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## Beast Shape 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 min./level

SOR / WIZ

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

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

SOR / WIZ

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.

## Blood Biography

3

School - divination  
Casting Time - 1 minute  
Components - V, S, M/DF (a scrap of parchment)  
Range - touch  
Target - one creature's blood or one bloodstain  
Duration - instantaneous  
Saving Throw - Will negates (see text); SR - no

SOR / WIZ

You learn the answers to a specific set of questions about a creature so long as you have access to at least one drop of its blood. You can cast this spell on the blood of the living or the dead, but living or undead creatures are entitled to a saving throw to resist the spell. You can cast the spell on dried or fresh blood. Once you cast the spell the answers to the following four questions appear on any flat surface you designate (a wall, a piece of paper, and so on).

Who are you? (The name by which the creature is most commonly known) What are you? (Gender, race, profession/role) How was your blood shed? (Brief outline of the events that caused its wound, to the best of the victim's knowledge) When was your blood shed? These answers always appear in a language you can read even if the creature cannot speak that or any language.

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## Burrow

3

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

SOR / WIZ

The subject can burrow at a speed of 15 feet (or 10 feet if it wears medium or heavy armor, or if it carries a medium or heavy load) through sand, loose soil, or gravel, or at a speed of 5 feet through stone. Using burrow requires only as much concentration as walking, so the subject can attack or cast spells normally. The burrowing creature cannot charge or run. Loose material collapses behind the target 1 round after it leaves the area. This spell does not give the target the ability to breathe underground, so when passing through loose material, the creature must hold its breath and take only short trips, or else it may suffocate.

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## Campfire Wall

3

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M/DF (ash made from burnt thorns)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - 20-ft.-radius sphere centered on fire source  
Duration - 2 hours/level; see below (D)  
Saving Throw - none; SR - yes

SOR / WIZ

You can create a barrier around a fire of at least campfire size that shelters everyone inside so long as the fire continues to burn. The barrier appears as a crackling sphere of light and fire that is clearly visible, providing as much illumination as a torch.

The barrier blocks line of sight, granting creatures on either side of the barrier total concealment from creatures on the other side. Any object or creature passing through the barrier from outside takes 1d6 points of fire damage and is also outlined with light equivalent to that of a torch, for 1d6 minutes. Creatures outlined in this way are plainly visible regardless of the light conditions and do not benefit from any sort of concealment, magical or otherwise. The light is not bright enough to have any special effect on undead or creatures vulnerable to light.

Creatures inside the barrier can leave without penalty, but if they try to return they suffer the same consequences as anyone else. If the fire source at the barrier's center is extinguished or moved, the spell ends.

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## Chain of Perdition

3

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M/DF (chain link)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - 10-ft. chain  
Duration - 1 round/level (D)  
Saving Throw - none; SR - yes

SOR / WIZ

A floating chain of force with hooks at each end appears within an unoccupied space of your choosing within range. This chain is a Medium object that has a 10-foot reach. Physical attacks cannot hit or harm the chain of perdition, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it normally. The chain's AC against touch attacks is 10 + your Charisma modifier (sorcerer), Intelligence modifier (wizard), or Wisdom modifier (cleric).

The chain can perform the dirty trick (blind or entangle), drag, reposition, and trip combat maneuvers, using your caster level in place of your Combat Maneuver Bonus, and your Charisma modifier (sorcerer), Intelligence modifier (wizard), or Wisdom modifier (cleric) in place of your Strength or Dexterity modifier. The chain does not provoke attacks of opportunity for making combat maneuvers. It suffers no penalty or miss chance due to darkness, invisibility, or other forms of concealment.

As a move action, you can move the chain up to 30 feet. If the chain goes beyond the spell's range or out of your sight, it returns to you.

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## Chain of Perdition (Cont.)

If a creature that the chain attacks has spell resistance, you must make a caster level check (1d20 + caster level) against that spell resistance the first time the chain performs a successful maneuver against that creature. If the chain is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.



### Clairaudience/Clairvoyance

3

School - divination/scrying  
Casting Time - 10 minutes  
Components - V, S, F/DF (a small horn or a glass eye)  
Range - long (400 ft. + 40 ft./level)  
Effect - magical sensor  
Duration - 1 min./level  
Saving Throw - none; SR - no

SOR / WIZ

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known--a place familiar to you, or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

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### Cloak of Winds

3

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)

SOR / WIZ

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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### Countless Eyes

3

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

SOR / WIZ

The target sprouts extra eyes all over its body, including on the back of its head. It gains all-around vision (Bestiary 2 294) and cannot be flanked.

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### Darkvision, Communal

3

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (either a pinch of dried carrot or an agate)  
Range - touch  
Target - creatures touched  
Duration - 1 hour/level  
Saving Throw - Will negates (harmless); SR - yes (harmless)

SOR / WIZ

This spell functions like darkvision, except you may divide the duration in 1-hour intervals among the creatures touched.

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### Daylight

3

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

SOR / WIZ

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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### Deep Slumber

3

School - enchantment/compulsion  
Casting Time - 1 round  
Components - V, S, M (fine sand, rose petals, or a live cricket)  
Range - close (25 ft. + 5 ft./2 levels)  
Area - one or more living creatures within a 10-ft.-radius burst  
Duration - 1 min./level  
Saving Throw - Will negates; SR - yes

SOR / WIZ

This spell functions like sleep, except that it affects 10 HD of targets.

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### Devolution

3

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (a chameleon scale)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one eidolon  
Duration - 1 round/level  
Saving Throw - Will negates; SR - yes

SOR / WIZ

This spell causes an eidolon to lose one evolution plus one additional evolution for every five caster levels. Evolutions with the highest total cost are lost first. If there is a tie, randomly determine which is lost. If this spell causes an eidolon to fail to meet the prerequisites for other evolutions or abilities, those evolutions or abilities are lost as long as this spell persists.

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### Dispel Magic

3

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

SOR / WIZ

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 stoneskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

## 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

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)

SOR / WIZ

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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## Distracting Cacophony

3

School - evocation  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Area - 20-ft. spread  
Duration - 1 round/level (D)  
Saving Throw - none; SR - yes

SOR / WIZ

The air fills with loud and discordant noise, making concentration difficult. Casting a spell in this area of cacophony requires a concentration check (DC 15 + the level of the spell being cast). Any other concentration checks in the area have their DCs increased by 5. The DC of Perception checks involving hearing is likewise increased by 5.

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## Draconic Reservoir

3

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M (a scale from dragon that produces the energy you seek to absorb)  
Range - touch  
Target - creature touched  
Duration - 10 minutes/level or until discharged; see text  
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

SOR / WIZ

Draconic reservoir functions as protection from energy, absorbing 6 points of one type of energy damage per caster level (acid, cold, electricity, or fire, maximum 60 points). Each round, as a swift action, the subject can release 1d6 points of the absorbed energy and apply it to any melee attack, as if using an acidic, flaming, frost, or shock weapon. The first creature the subject strikes with this attack takes the energy damage in addition to any other consequences of the attack.

Releasing energy in this way does not "free up" space to absorb still more energy; the maximum amount of energy the spell can absorb remains fixed. The subject cannot release more energy than he currently has absorbed. Once the subject has absorbed all the energy allowed by the spell, he takes damage as normal from that energy type. Once the energy has been released, the spell is discharged.

Draconic reservoir does not stack with protection from energy.

Draconic reservoir overlaps (and does not stack with) resist energy. If a character is warded by draconic reservoir and resist energy, draconic reservoir absorbs damage until it reaches its maximum limit.

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## Eldritch Fever

3

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

SOR / WIZ

The target gains the eldritch ague spellblight (see page 96).

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## Elemental Aura

3

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

SOR / WIZ

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.



## Enter Image

3

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (a drop of paint and a ball of clay)  
Range - 50 ft./level  
Effect - transfer consciousness to any object bearing your likeness  
Duration - concentration  
Saving Throw - none; SR - no

You gain a dim impression of the activities around any object bearing your face or form and can also project your consciousness into one such object at a time, allowing you to observe or even interact with nearby creatures. This spell allows you to leave your body and subconsciously monitor the immediate area around any depiction of your image whether one, hundreds, or even thousands. Each such image has the full range of your normal senses (sight, hearing, smell, etc.) and you can make a Perception check to notice anything occurring nearby. The DC of this check is always 10 greater than what it would be if you were actually present at that location, so even if you would normally notice something automatically (such as talking, normally a DC of 0), you would need to make a DC 10 Perception check to notice it.

You may, at any time, choose to fill one specific image within range with your consciousness. While inside an image you lose the ability to monitor any other images within range but remain fully aware of your own body's surroundings. Your body is defenseless and helpless (always failing any saving throw) while your consciousness is filling an image, but you can return to it at any time as an immediate action.

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## Enter Image (Cont.)

When you fill an image with your consciousness it gains a limited form of animation. Statues and similar three-dimensional representations can move their heads, make gestures, and talk, but cannot attack or leave their square without assistance.

Portraits or similar two-dimensional representations bearing your likeness can also talk and your image can move anywhere within the picture or even temporarily alter it (such as by picking a flower in the painting). You cannot use any spells or other abilities while within an image.

You may leave the image at any time, returning you to your body. Once your consciousness departs from an object bearing your likeness, it immediately reverts to the appearance it had before you entered it. If someone destroys or damages the image you return to your body unharmed. The spell lasts until you cease concentrating, or until it is terminated by some outside means, such as a dispel magic cast upon either the image or your body, or if your body is killed.

## Eruptive Pustules

3

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - personal  
Target - you  
Duration - 1 minute/level (D)  
Saving Throw - Fortitude partial (see text); SR - yes

Your skin erupts in swollen, pus-filled bumps that burst open if you are struck. Any creature that strikes you with its body or a hand-held weapon deals normal damage, but at the same time the attacker takes 1d6 points of acid damage and must save or be sickened for 1 round. If the attack against you is a critical hit, the attacker must save or be nauseated instead of sickened. This damage can harm a swarm.

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## Excruciating Deformation

3

School - transmutation/polymorph  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - 1 round/level  
Saving Throw - Fortitude partial (see text); SR - yes

Your touch attack causes your target to become painfully malformed. Its limbs twist and buckle, while its body contorts uncontrollably, shifting and warping. Each round the target suffers excruciating pain and takes 2d6 points of nonlethal damage, 1 point of Dexterity damage, and 1 point of Constitution damage, and its speed is reduced by 10 feet. Once per round as a free action on its turn, the target can attempt a new Fortitude saving throw to resist the spell for 1 round.

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## Explosive Runes

3

School - abjuration  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - one touched object weighing no more than 10 lbs.  
Duration - permanent until discharged  
Saving Throw - see text; SR - yes

You trace mystic runes upon a book, map, scroll, or similar object bearing written information. The explosive runes detonate when read, dealing 6d6 points of force damage. Anyone next to the explosive runes (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the explosive runes is entitled to a Reflex save for half damage. The object on which the explosive runes were written also takes full damage (no saving throw). You and any characters you specifically instruct can read the protected writing without triggering the explosive runes. Likewise, you can remove the explosive runes whenever desired. Another creature can remove them with a successful dispel magic or erase spell, but attempting to dispel or erase the explosive runes and failing to do so triggers the explosion. Magic traps such as explosive runes are hard to detect and disable. A character with the trapfinding class feature (only) can use Disable Device to thwart explosive runes. The DC to find magic traps using Perception and to disable them is 25 + spell level, or 28 for explosive runes.

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## Fireball

3

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

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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## Flash Fire

3

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (a pinch of powdered fool's gold)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - 1 firearm  
Duration - instantaneous  
Saving Throw - Will negates (object); see text; SR - yes (object); see text

The firearm fires with a blinding flash, even if the firearm is not currently loaded. Every creature within 15 feet of the creature carrying the weapon must succeed at a Fortitude save or be blinded for 1d4 rounds. The creature carrying the firearm takes a -4 penalty on this saving throw. If the firearm is loaded, the ammunition is wasted.

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## Fly

3

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)

SOR / WIZ

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 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

SOR / WIZ

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

SOR / WIZ

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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## Gentle Repose

3

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M/DF (salt and a copper piece for each of the corpse's eyes)  
Range - touch  
Target - corpse touched  
Duration - 1 day/level  
Saving Throw - Will negates (object); SR - yes (object)

SOR / WIZ

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see raise dead). Days spent under the influence of this spell don't count against the time limit.

Additionally, this spell makes transporting a slain (and thus decaying) comrade less unpleasant.

The spell also works on severed body parts and the like.

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## Halt Undead

3

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (a pinch of sulfur and powdered garlic)  
Range - medium (100 ft. + 10 ft./level)  
Target - up to three undead creatures, no two of which can be more than 30 ft. apart  
Duration - 1 round/level  
Saving Throw - Will negates (see text); SR - yes

SOR / WIZ

This spell renders as many as three undead creatures immobile. A nonintelligent undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of hold person on a living creature). The effect is broken if the halted creatures are attacked or take damage.

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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)

SOR / WIZ

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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## Healing Thief

3

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (a bit of sponge, damp with tears)  
Range - touch  
Target - creature touched  
Duration - 1 round/level or until discharged  
Saving Throw - none; SR - yes

SOR / WIZ

With this spell you can steal the healing of the target creature. You must succeed at a melee touch attack to strike the target. If you do, until the effect ends, whenever your target is subject to a healing spell or a supernatural effect that heals hit points, the target only receives half the healing (rounded down) and you receive the other half (also rounded down). You must remain within 25 feet (plus 5 feet per two caster levels) of the target to gain this benefit. If you move outside that range, the spell is discharged. Once you steal 5 hit points per your caster level (maximum 50 hit points) of healing from this spell's effect, the spell is discharged.

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## Heroism

3

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

SOR / WIZ

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

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### Hold Person

3

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, F/DF (a small, straight piece of iron)  
Range - medium (100 ft. + 10 ft./level)  
Target - one humanoid creature  
Duration - 1 round/level ; see text  
Saving Throw - Will negates; see text; SR - yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

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### Hostile Levitation

3

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (a leather loop studded with lodestones)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - 1 round/level  
Saving Throw - Will negates; SR - yes

You levitate the target a few inches off the ground, removing solid footing and halving the target's speed. The target also takes a -4 penalty to CMD against bull rush, drag, and reposition attempts. A targeted 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 action spent stabilizing allows the creature to begin again at -1. This spell fails if cast on a flying creature.

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### Howling Agony

3

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

You send wracking pains through the targets' bodies. Because of the pain, affected creatures take a -2 penalty to AC, attacks, melee damage rolls, and Reflex saving throws, and must succeed at a concentration check (DC equal to the DC of this spell) to cast spells. However, if an affected creature spends a move action screaming as loudly as possible, it can act without any other penalties for the remainder of its turn. "Screaming," for the purposes of this spell, includes any vocalization of pain or its telepathic equivalent; creatures that cannot scream (such as creatures without the natural ability to communicate or vocalize) suffer the full effect of the spell.

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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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### Illusory Script

3

School - illusion/phantasm  
Casting Time - 1 minute per page  
Components - V, S, M (lead-based ink worth 50 gp)  
Range - touch  
Target - one touched object weighing no more than 10 lbs.  
Duration - one day/level  
Saving Throw - Will negates; see text; SR - yes

You write instructions or other information on parchment, paper, or any suitable writing material. The illusory script appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting can read the writing; it's unintelligible to any other character.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by you at the time the illusory script spell was cast. The suggestion lasts only 30 minutes. Typical suggestions include "Close the book and leave," "Forget the existence of this note," and so forth. If successfully dispelled by dispel magic, the illusory script and its secret message disappear.

The hidden message can be read by a combination of the true seeing spell with the read magic or comprehend languages spell.

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### Invisibility Sphere

3

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S, M  
Area - 10-ft.-radius emanation around the creature  
Duration - 1 min./level (D)  
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient at the time the spell is cast. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible.

Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends.

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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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### Ki Leech

3

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

You place your spirit in a receptive state so when you confirm a critical hit against a living enemy or reduce a living enemy to 0 or fewer hit points, you can steal some of that creature's ki. This replenishes 1 point of ki as long as you have at least 1 ki point in your ki pool. This does not allow you to exceed your ki pool's maximum. This ability does not stack with similar abilities (such as the steal ki ability of the hungry ghost monk in the Advanced Player's Guide).

This spell has no effect if you do not have a ki pool.

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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.

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

## Loathsome Veil

3

School - illusion/pattern  
Casting Time - 1 standard action  
Components - V, S, M (a tangle of multicolored threads)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - transparent pattern 40 ft. long, 20 ft. high  
Duration - concentration + 1 round/level (D)  
Saving Throw - Will negates; SR - yes

This spell creates a transparent veil of shifting, multicolored strands of light that form into endlessly varied and alien patterns. One side of the veil, chosen by you at the time of casting, is harmless. The other side twists and turns into impossible shapes, affecting any creature with 60 feet who views the veil. The veil affects a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the spell are affected first. The effect is according to the creature's HD.

4 HD or fewer: The creature is nauseated while it can see the veil, nauseated for 1d4 rounds after it last saw the veil, then sickened for 2d4 rounds after it last saw the veil.

8 HD or fewer: The creature is nauseated for 1d4 rounds, sickened while it can see the veil, then sickened for 1d4 rounds after it last saw the veil.

9 or more HD: The creature is sickened while it can see the veil.

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## Loathsome Veil (Cont.)

A successful saving throw ignores all effects of the veil.

Sightless creatures are not affected by loathsome veil.

Affected creatures can avert or close their eyes to avoid seeing the veil, similar to avoiding a gaze attack.

Loathsome veil can be made permanent with the permanency spell by a caster of 10th level or higher for the cost of 7,500 gp.

## Locate Weakness

3

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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## Mad Monkeys

3

School - conjuration/summoning  
Casting Time - 1 round  
Components - V, S, DF  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - swarm of monkeys  
Duration - 1 round/level  
Saving Throw - none; SR - no

You summon a swarm of screeching, mischievous monkeys. The swarm understands and obeys your commands and has the statistics of a monkey swarm (Bestiary 2 212). Creatures failing a saving throw against the mad monkeys' distraction attack are deafened for 1 minute as well as nauseated. The monkeys attempt one disarm or steal combat maneuver each turn as a free action against any creature that begins its turn in the swarm, using your caster level plus your casting ability score bonus (Intelligence for wizards; Wisdom for druids; Charisma for bards, sorcerers, and summoners) for its CMB. Recovering an item from the monkeys requires a successful disarm or steal attempt against that CMB + 10. An object stolen by the monkeys takes swarm damage each round the swarm is in possession of the object.

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## Magic Circle against Chaos

3

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M/DF (a 3-ft.-diameter circle of powdered silver)  
Range - touch  
Area - 10-ft.-radius emanation from touched creature  
Duration - 10 min./level  
Saving Throw - Will negates (harmless); SR - no; see text

This spell functions like magic circle against evil, except that it is similar to protection from chaos instead of protection from evil, and it can imprison a nonlawful called creature.

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## Magic Circle against Evil

3

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M/DF (a 3-ft.-diameter circle of powdered silver)  
Range - touch  
Area - 10-ft.-radius emanation from touched creature  
Duration - 10 min./level  
Saving Throw - Will negates (harmless); SR - no; see text

All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them.

If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of protection from evil), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A magic circle against evil can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the lesser planar binding, planar binding, and greater planar binding spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into

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## Magic Circle against Evil (Cont.)

the spell's area is the subject of the spell, the spell acts as a normal protection from evil spell for that creature only.

A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle.

A creature capable of any form of dimensional travel (astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a dimensional anchor spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task.



## Magic Circle against Evil (Cont.)

This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a dimensional anchor spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the lesser planar binding spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with protection from evil and vice versa.

## Magic Circle against Good

3

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M/DF (a 3-ft.-diameter circle of powdered silver)  
Range - touch  
Area - 10-ft.-radius emanation from touched creature  
Duration - 10 min./level  
Saving Throw - Will negates (harmless); SR - no; see text

This spell functions like magic circle against evil, except that it is similar to protection from good instead of protection from evil, and it can imprison a nonevil called creature.

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## Magic Circle against Law

3

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M/DF (a 3-ft.-diameter circle of powdered silver)  
Range - touch  
Area - 10-ft.-radius emanation from touched creature  
Duration - 10 min./level  
Saving Throw - Will negates (harmless); SR - no; see text

This spell functions like magic circle against evil, except that it is similar to protection from law instead of protection from evil, and it can imprison a nonchaotic called creature.

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## Magic Weapon, Greater

3

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

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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## Malediction

3

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, F (onyx dust worth 500 gp)  
Range - touch  
Target - living creature touched  
Duration - instantaneous/1 minute per HD of the target; see text  
Saving Throw - Will negates; SR - yes

You utter a dire curse over the body of a dying creature, allowing you to consume its waning life force. Upon this spell, you touch a living creature that has -1 or fewer hit points. If the target fails its saving throw, it dies and you gain 1 hero point for every 5 Hit Dice possessed by the target (minimum 1, maximum 3). These hero points last for a number of minutes equal to the target's Hit Dice. Any hero points remaining when this spell ends are lost.

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## Marionette Possession

3

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, F (a piece of paper with the target's name)  
Range - medium (100 ft. + 10 ft./level)  
Target - one willing creature  
Duration - 10 minutes/level or until you return to your body  
Saving Throw - Will negates (see text); SR - yes

You project your soul out of your body and into the body of a willing creature. This possession is blocked by protection from evil or a similar ward. The target's soul shares its body with you; it is helpless but can still use its senses. You and the target's soul can communicate telepathically as if using a common language.

You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and natural attacks (such as a bite or sting). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary, spell-like, or supernatural abilities.

As a standard action, you can return to your own body, ending the spell. While your soul is possessing the target, your body is helpless. If the host body is slain, you return to your own body if it is within range, and the life force of the host departs (it is slain). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

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## Monstrous Physique 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)

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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## Nondetection

3

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M (diamond dust worth 50 gp)  
Range - touch  
Target - creature or object touched  
Duration - 1 hour/level  
Saving Throw - Will negates (harmless, object);  
SR - yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast nondetection. If you cast nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, nondetection wards the creature's gear as well as the creature itself.

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## Pain Strike

3

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

Pain strike racks the targeted creature with agony, inflicting 1d6 points of nonlethal damage per round for 1 round per level (maximum 10 rounds). Additionally, the affected creature is sickened for the spell's duration, and the caster gains a +4 circumstance bonus on Intimidate checks against the target.

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## Pellet Blast

3

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.

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## Phantom Driver

3

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

You conjure a Small or Medium, quasi-real, humanlike creature (the exact physical features can be customized as you wish). This creation can drive any vehicle you command it to. This phantom creature does not fight, and while animals that power a muscle-propelled vehicle driven by the creature do respond to its commands, animals otherwise shun the creature and refuse to attack it. The rider has an AC of 20 (+1 size, +4 natural armor, +5 Dex) if it is a Small creature or an AC of 19 (+4 natural armor, +5 Dexterity) if it is a Medium creature. It has 7 hit points + 1 hit point per caster level. If it loses all its hit points, the phantom driver disappears. A phantom driver has a land speed of 30 feet, and makes all driver skill checks (no matter what skills are needed to drive the vehicle) as your caster level + your Intelligence modifier.

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

## Phantom Steed

3

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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## Protection from Arrows, Communal

3

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, F (a piece of tortoiseshell or turtle shell)  
Range - touch  
Target - creatures touched  
Duration - 1 hour/level or until discharged  
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like protection from arrows, except you divide the duration in 1-hour intervals among the creatures touched. Once the spell absorbs 10 points of damage per caster level (maximum 100 points) for a subject, the spell's effects end for that subject.

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## Protection from Energy

3

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, DF  
Range - touch  
Target - creature touched  
Duration - 10 min./level or until discharged  
Saving Throw - Fortitude negates (harmless);  
SR - yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

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## Pup Shape

3

School - transmutation/polymorph  
Casting Time - 1 standard action  
Components - V, S, M (a rag doll)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one animal or magical beast.  
Duration - 1 round/level  
Saving Throw - Fortitude negates (and Will special, see text); SR - yes

SOR / WIZ

You transform the subject animal into a Small magical beast, creating a young magical version of itself for a short period of time. While in this form, the target has only 1 HD (maximum hit points), and the target takes a -4 penalty to Strength, Constitution, Intelligence and Wisdom (minimum 1). The creature also gains a +4 size bonus to Dexterity and a +2 natural bonus. Any nonevil creature that attempts to attack a creature in this form must succeed at a Will saving throw (using the DC of the spell) to overcome feelings of guilt and protectiveness toward the young and innocent-seeming creature. On a failed saving throw, it cannot follow through with the attack, that part of the action is lost, and it can't directly attack the transformed creature for the duration of the spell or until the spell's target attacks it. This part of the spell is a mind-affecting effect. Evil creatures have no qualms about attacking the target of this spell, in fact, some particularly heinous creatures might go out of their ways to do the target harm.

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## Rage

3

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Target - one willing living creature per three levels, no two of which may be more than 30 ft. apart  
Duration - concentration + 1 round/level  
Saving Throw - none; SR - yes

SOR / WIZ

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

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## Rain of Frogs

3

School - conjuration/summoning  
Casting Time - 1 round  
Components - V, S, M/DF (a square of red cloth)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - one swarm of poisonous frogs  
Duration - concentration + 2 rounds  
Saving Throw - none; SR - no

SOR / WIZ

This spell functions as summon swarm, except you summon a swarm of poisonous frogs. This swarm has the statistics of a centipede swarm (Bestiary 43), except it has the animal type and its poison deals Constitution damage instead of Dexterity damage.

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## Ray of Exhaustion

3

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

SOR / WIZ

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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## Reckless Infatuation

3

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

SOR / WIZ

You fill your target with feelings of intense infatuation for a specific individual known to the target. At the time of the casting, you designate a single creature as the focus of the target's desire.

Thereafter, the target does all it can to remain within 30 feet of the object of its desire. If the target moves outside this range, it gains the staggered condition until it is again near the focus of its desire. If remaining within 30 feet of the focus of its affection would place the target in obvious physical danger, the target can attempt a second save to break the spell's effect.

Reckless infatuation counters unadulterated loathing.

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## Resinous Skin

3

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - personal  
Target - you  
Duration - 10 minutes/level  
Saving Throw - see text; SR - no

SOR / WIZ

You coat your body with a resinous substance, protecting you from attacks and binding weapons that strike you. You gain DR 5/piercing, as well as a +4 circumstance bonus to your CMD against disarm attempts and on saving throws against effects that cause you to drop something you are holding. Additionally, you gain a +2 circumstance bonus on combat maneuver checks to initiate a grapple, maintain a grapple, and pin a foe. Any enemy you grapple takes a -2 penalty on attempts to break the grapple and to escape the grapple using Escape Artist. Any weapon, that strikes you becomes stuck unless its wielder succeeds at a Reflex saving throw. Such a weapon can be pulled free of you only with a successful Strength check (DC = your saving throw DC for this spell). This spell has no effect on unarmed strikes or natural weapons.

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## Resist Energy, Communal

3

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, DF  
Range - touch  
Target - creatures touched  
Duration - 10 min./level  
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

SOR / WIZ

This spell functions like resist energy, except you divide the duration in 10-minute intervals among the creatures touched.

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## Returning Weapon, Communal

3

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)

SOR / WIZ

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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## Sands of Time

3

School - necromancy  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - touched creature or object  
Duration - 10 minutes/level or instantaneous (see text)  
Saving Throw - none; SR - yes

You temporarily age the target, immediately advancing it to the next age category. The target immediately takes the age penalties to Strength, Dexterity, and Constitution for its new age category, but does not gain the bonuses for that category.

A creature whose age is unknown is treated as if the spell advances it to middle age. Ageless or immortal creatures are immune to this spell.

If you cast this on an object, construct, or undead creature, it takes 3d6 points of damage + 1 point per caster level (maximum +15) as time weathers and corrodes it. This version of the spell has an instantaneous duration.

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## Secret Page

3

School - transmutation  
Casting Time - 10 minutes  
Components - V, S, M (powdered herring scales and a vial of will-o'-wisp essence)  
Range - touch  
Target - page touched, up to 3 sq. ft. in size  
Duration - permanent  
Saving Throw - none; SR - no

Secret page alters the contents of a page so that it appears to be something entirely different. The text of a spell can be changed to show another spell of equal or lower level known by the caster.

This spell cannot be used to change a spell contained on a scroll, but it can be used to hide a scroll. Explosive runes or sepia snake sigil can be cast upon the secret page.

A comprehend languages spell alone cannot reveal a secret page's contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page and return it to its secret page form at will. You can also remove the spell by double repetition of the special word. A detect magic spell reveals dim magic on the page in question but does not reveal its true contents. True seeing reveals the presence of the hidden material but does not reveal the contents unless cast in combination with comprehend languages. A secret page spell can be dispelled, and the hidden writings can be destroyed by means of an erase spell.

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## Seek Thoughts

3

School - divination  
Casting Time - 1 standard action  
Components - V, S, M (a handful of copper coins)  
Range - 40 ft.  
Area - 40-ft.-radius emanation centered on you  
Duration - concentration, up to 1 minute/level  
Saving Throw - Will negates; SR - no

Similar to detect thoughts, seek thoughts allows you to sift through the surface thoughts of those around you. You may scan for either the answer to a simple question (such as "Where is the hidden lair of the wererats?") or for information on a general topic (such as the beliefs of an evil cult). You detect the number of creatures who are thinking about this question or topic within range, as well as their location if they are visible to you. Seek thoughts does not let you read actual surface thoughts, only if a given creature is thinking about the topic you are concentrating on. A successful Will save prevents you from sensing a creature's thoughts for the duration of the spell.

You can maintain concentration on seek thoughts while you engage in normal conversation, allowing you to ask leading questions about topics of interest. A creature conversing with you while you concentrate can notice that you are distracted with a successful DC 25 Sense Motive check.

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## Sepia Snake Sigil

3

School - conjuration/creation  
Casting Time - 10 minutes  
Components - V, S, M (powdered amber worth 500 gp and a snake scale)  
Range - touch  
Target - one touched book or written work  
Duration - permanent or until discharged; until released or 1d4 days + 1 day/level; see text  
Saving Throw - Reflex negates; SR - no

You cause a small symbol to appear in the text of a written work.

The text containing the symbol must be at least 25 words long.

When anyone reads the text containing the symbol, the sepia snake sigil springs into being, transforming into a large sepia serpent that strikes at the reader, provided there is line of between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of duncolored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + 1 day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation.

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## Sepia Snake Sigil (Cont.)

animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and detect magic reveals only that the entire text is magical.

A dispel magic can remove the sigil. An erase spell destroys the entire page of text.

Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as secret page.

## Share Language, Communal

3

School - divination  
Casting Time - 1 standard action  
Components - V, S, M (a page from a dictionary)  
Range - touch  
Target - creatures touched  
Duration - 24 hours  
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like share language (Advanced Player's Guide 243), except you divide the duration in 1-hour increments among the creatures touched.

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

## Shifting Sand

3

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (a handful of sand)  
Range - medium (100 ft. + 10 ft./level)  
Area - 20-ft. spread  
Duration - 1 round/level (D)  
Saving Throw - Reflex negates; see text; SR - no

You cause an earthen or sandy surface to shift and churn within the area. The shifting sand obliterates tracks and is considered difficult terrain. Acrobatics checks in the area take a penalty equal to your caster level (maximum +10). Creatures entering or beginning their turn in the shifting sand must make a Reflex save each round or become entangled until the beginning of their next turn. If they attempt to move while entangled, they must make a second Reflex save or fall prone. Creatures with the stability racial trait (like dwarves) may apply it as a bonus on their saving throws.

As a move action, you may move the area of shifting sand up to 10 feet in any direction. Creatures that are entangled or prone in the spell's area are carried along with the shifting sand in the same direction if possible. This movement does not provoke attacks of opportunity. Unattended Medium or smaller objects may also be carried along or shallowly buried by the shifting sand.

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## Shrink Item

3

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - one touched object of up to 2 cu. ft./level  
Duration - 1 day/level; see text  
Saving Throw - Will negates (object); SR - yes (object)

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a clothlike one.

Objects changed by a shrink item spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

Shrink item can be made permanent with a permanency spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

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## Sleet Storm

3

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

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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## Spider Climb, Communal

3

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

This spell functions like spider climb, except you divide the duration in 10-minute intervals among the creatures touched.

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## Spiked Pit

3

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S, F (miniature shovel costing 10 gp)  
Range - medium (100 ft. + 10 ft./level)  
Effect - 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels  
Duration - 1 round + 1 round/level  
Saving Throw - Reflex negates; SR - no

This spell functions as create pit, except that the pit is lined with wickedly sharp spikes along its bottom and walls and has a maximum depth of 50 feet. Creatures who fall into the pit take falling damage as normal, plus 2d6 points of piercing damage from the spikes. Any creature or object coming into contact with the spikes along the walls, such as a creature trying to climb out, or rope or other typical aids to climbing, takes 1d6 points of piercing damage each round they are in contact with the walls. For those willing to accept the damage incurred while climbing, the pit's walls have a Climb DC of 20.

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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

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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## Strangling Hair

3

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - concentration, up to 1 round/level  
Saving Throw - none; SR - yes

Your hair animates and extends to grapple and constrict an opponent. Make a grapple check against the target using your caster level as the base attack bonus plus a bonus equal to your Intelligence bonus (if a witch or wizard) or Charisma bonus (if a sorcerer). This grapple check does not provoke attacks of opportunity. If your hair succeeds in grappling a foe, that creature takes 1d6 points of damage or your unarmed strike damage, whichever is greater, and gains the grappled condition. Your hair receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that your hair succeeds on a grapple check, it deals an additional 1d6 points of damage. The CMD of your hair, for the purposes of escaping the grapple, is equal to 10 + its CMB. Once you choose a target, your hair continues to attack that target independently of your own actions. You may designate a new target as a move action, which causes your hair to release its current target (if any) and attack the new target that round. Your hair cannot be targeted as a separate creature, but it can be dispelled.

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

## Suggestion

3

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, M (a snake's tongue and a honeycomb)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature  
Duration - 1 hour/level or until completed  
Saving Throw - Will negates; SR - yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

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## Summon Monster III

3

School - conjuration/summoning  
Casting Time - 1 round  
Components - V, S, F/DF (a tiny bag and a small candle)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - one summoned creature  
Duration - 1 round/level  
Saving Throw - none; SR - no

This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

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## Tiny Hut

3

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M (a small crystal bead)  
Range - 20 ft.  
Effect - 20-ft.-radius sphere centered on your location  
Duration - 2 hours/level  
Saving Throw - none; SR - no

SOR / WIZ

You create an unmovable, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70 F if the exterior temperature is between 0 and 100 F. An exterior temperature below 0 or above 100 lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

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## Tongues

3

School - divination  
Casting Time - 1 standard action  
Components - V, M/DF (a clay model of a ziggurat)  
Range - touch  
Target - creature touched  
Duration - 10 min./level  
Saving Throw - Will negates (harmless); SR - no

SOR / WIZ

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a permanency spell.

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## Touch Injection

3

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - personal  
Target - you  
Duration - 1 hour/level  
Saving Throw - none; SR - no

SOR / WIZ

You must hold an elixir, infused extract, poison, or potion in hand as you cast this spell. The held substance drains from its container into a magical sac in your body. While the spell lasts, you can deliver the substance with a mere touch. To do so to an opponent, you must make a successful melee touch attack. If you hit, the substance takes effect immediately, despite any onset period, and that opponent receives the normal saving throw (if any) against the substance. If you miss, the substance remains in the magical sac for you to use later. This spell protects you from poison in the sac, but unless you have the poison use class feature, you suffer a 5% chance of exposing yourself to the poison when you first cast the spell. If you roll a natural 1 while attempting to inject the poison into an enemy, you are exposed to it.

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## Toxic Gift

3

School - necromancy  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - living creature touched  
Duration - instantaneous; see text  
Saving Throw - Fortitude negates (see text); SR - yes

SOR / WIZ

You can cast this spell only if you are currently poisoned. You draw upon the poison in your body and duplicate its effects in the target, which is affected by the same poison you are, except it uses this spell's DC instead of the poison's normal DC. If you are affected by more than one poison, you must choose one to afflict upon the target.

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

## Twilight Knife

3

School - evocation  
Casting Time - 1 standard action  
Components - V, S, F (a small knife)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - floating knife of force  
Duration - 1 round/level (D)  
Saving Throw - none; SR - yes

SOR / WIZ

You create a darkly sinister floating knife that attacks the same creature as you each round. If you choose not to attack a creature, or you make an attack that affects multiple opponents, the knife makes no attack during that round.

The knife uses your base attack bonus modified by either your Intelligence or Charisma bonus (whichever is higher) when making this attack. Unless you specifically will it to do otherwise, or it proves impossible to do so, the knife always maneuvers itself so that it can flank your opponent before making the attack. The knife deals 1d4 points of force damage on a successful hit and has the same threat range and critical multipliers as a normal dagger. In addition, if the target is denied a Dexterity bonus to AC or the knife flanks the target, the knife can make sneak attacks as a rogue, inflicting an extra 1d6 points of force damage per four caster levels on a successful attack.

A twilight knife cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A twilight knife's AC against touch attacks is 12 (10 + size bonus for Tiny object) plus your Dexterity modifier.

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## Twilight Knife (Cont.)

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the twilight knife strikes it. If the knife is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

## Unadulterated Loathing

3

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

SOR / WIZ

You fill the target with a terrible loathing aimed at a specific creature. At the time of the casting, you designate a single creature as the object of the target's revulsion. Thereafter, the target does all it can to remain at least 60 feet away from the object of its loathing. As soon as the target moves within this range, it becomes nauseated until it can again get away from the object of its revulsion. If traveling beyond 60 feet of the object of its loathing would place the target in obvious physical danger, the target can attempt a second save to break the spell's effect.

Unadulterated loathing counters reckless infatuation.

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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)

SOR / WIZ

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.

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### Unravel Destiny

3

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

SOR / WIZ

You utter a dire portent, causing destiny and fate to unravel around the target. This profoundly disturbing effect causes the target to suffer a cumulative -2 penalty on all ability checks, attack rolls, saving throws, and skill checks for every hero point it possesses. The target can reduce this penalty by spending hero points normally, but it takes 2d6 points of damage for each hero point spent while this spell is in effect.

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### 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

SOR / WIZ

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.

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### 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)

SOR / WIZ

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.

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### Vision of Hell

3

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, M (a pinch of brimstone)  
Range - medium (100 ft. + 10 ft./level)  
Effect - 50-ft.-radius emanation  
Duration - 1 minute/level (D)  
Saving Throw - Will negates; SR - no

SOR / WIZ

You overlay a realistic illusion of a terrifying hellscape upon an area. Structures, equipment, and creatures within the area are not hidden, though environmental features take on an infernal appearance. While you are prepared for these images and are not affected by them, any other creature within the area must make a Will save or become shaken and also take a -2 penalty on saves versus fear effects; the fear and penalty persists as long as the creature remains in the area. Devils and any lawful evil creatures suffer no negative effects from this spell.

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### 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)

SOR / WIZ

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.

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### 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

SOR / WIZ

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.

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### Acid Pit

4

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S, M (drop of acid), F (Fine shovel worth 10 gp)  
Range - medium (100 ft. + 10 ft./level)  
Effect - 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels  
Duration - 1 round + 1 round/level  
Saving Throw - Reflex negates; see text; SR - no

SOR / WIZ

This spell functions as create pit, except that it places a 5-foot-deep pool of acid at the bottom of the pit. The pit has a maximum depth of 100 feet. Creatures who fall into the pit take falling damage as normal (the acid counts as a yielding surface), plus 2d6 points of acid damage per round spent in contact with the acid. In addition, exposed items carried by a creature in the pit may be harmed. Refer to Table 9-2: Items Affected by Magical Attacks (Core Rulebook 216). Items are affected one at a time in the order listed on the table, and must make Fortitude saves after 3 consecutive rounds in the acid or gain the broken condition. Objects with the broken condition (regardless of how they became broken) must make a Fortitude saving throw each round spent within the acid or be destroyed. The walls of the pit are quite slippery and have a Climb DC of 30.

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### Age Resistance, Lesser

4

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - personal  
Target - you  
Duration - 24 hours

SOR / WIZ

You ignore the physical detriments of being middle-aged. This spell does not cause you to look younger, nor does it prevent you from dying of old age, but as long as the spell is in effect, you ignore the -1 penalties to Strength, Dexterity, and Constitution that accrue once you become middle-aged. You retain the aged-related bonuses to Intelligence, Wisdom, and Charisma while under the effects of this spell. Additional penalties that you accrue upon becoming old or venerable apply in full.

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## Animal Aspect, Greater

4

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)

SOR / WIZ

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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## Animate Dead

4

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (an onyx gem worth at least 25 gp per Hit Die of the undead)  
Range - touch  
Target - one or more corpses touched  
Duration - instantaneous  
Saving Throw - none; SR - no

SOR / WIZ

This spell turns corpses into undead skeletons or zombies (see the Pathfinder RPG Bestiary) that obey your spoken commands.

The undead can be made to follow you, or they can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead. The desecrate spell doubles this limit.

The undead you create remain under your control indefinitely.

No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Undead you control through the Command Undead feat

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## Animate Dead (Cont.)

do not count toward this limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Zombies: A zombie can be created only from a mostly intact corpse.

The corpse must be that of a creature with a physical anatomy.

## Arcane Eye

4

School - divination/scrying  
Casting Time - 10 minutes  
Components - V, S, M (a bit of bat fur)  
Range - unlimited  
Effect - magical sensor  
Duration - 1 min./level  
Saving Throw - none; SR - no

SOR / WIZ

You create an invisible magical sensor that sends you visual information. You can create the arcane eye at any point you can see, but it can then travel outside your line of sight without hindrance. An arcane eye travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a gate or similar magical portal.

You must concentrate to use an arcane eye. If you do not concentrate, the eye is inert until you again concentrate.

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## 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

SOR / WIZ

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.

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## 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

SOR / WIZ

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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## Bestow Curse

4

School - necromancy  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - permanent  
Saving Throw - Will negates; SR - yes

SOR / WIZ

You place a curse on the subject. Choose one of the following.

-6 decrease to an ability score (minimum 1). -4 penalty on attack rolls, saves, ability checks, and skill checks. Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Bestow curse counters remove curse.

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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

SOR / WIZ

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.

## Calcific Touch

4

School - transmutation  
Casting Time - 1 standard action  
Components - V, S

Range - touch  
Target - creature or creatures touched (up to one per level)  
Duration - 1 round/level  
Saving Throw - Fortitude partial; SR - yes

Your touch progressively transmutes the substance of creatures you touch into stone. Once per round, you may deliver a touch attack that inflicts 1d4 points of Dexterity damage and slows the target (as the spell) for 1 round. A successful Fortitude save negates the slow effect but not the ability damage. A target reduced to 0 Dexterity is petrified permanently. Break enchantment, restoration, or stone to flesh can reverse the effects of calcific touch.

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## Charm Monster

4

School - enchantment/charm  
Casting Time - 1 standard action  
Components - V, S

Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature  
Duration - 1 day/level  
Saving Throw - Will negates; SR - yes

This spell functions like charm person, except that the effect is not restricted by creature type or size.

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## Confusion

4

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M/DF (three nutshells)

Range - medium (100 ft. + 10 ft./level)  
Target - all creatures in a 15-ft.-radius burst  
Duration - 1 round/level  
Saving Throw - Will negates; SR - yes

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d% | Behavior |

01-25 | Act normally |

26-50 | Do nothing but babble incoherently |

51-75 | Deal 1d8 points of damage + Str modifier to self with item in hand |

76-100 | Attack nearest creature (for this purpose, a familiar counts as part of the subject's self) |

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity.

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## Confusion (Cont.)

opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

## Contagion

4

School - necromancy  
Casting Time - 1 standard action  
Components - V, S

Range - touch  
Target - living creature touched  
Duration - instantaneous  
Saving Throw - Fortitude negates; SR - yes

The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. For more information on these diseases, see page 557.

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## Control Summoned Creature

4

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S

Range - close (25 ft. + 5 ft./2 levels)  
Target - one summoned creature  
Duration - 1 round/level  
Saving Throw - Will negates; SR - yes

You seize control of a summoned creature by disrupting the bond between it and the caster who summoned it. If the creature fails its save, you may command it as if you had summoned it. The original caster can attempt to regain control of the creature as a standard action by making an opposed Spellcraft check against you. When your spell ends, control reverts to the original summoner. If the summoning spell ends before this spell ends, the remaining duration of this spell is lost.

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## Crushing Despair

4

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M

Range - 30 ft.  
Area - cone-shaped burst  
Duration - 1 min./level  
Saving Throw - Will negates; SR - yes

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Crushing despair counters and dispels good hope.

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### Curse of Magic Negation

4

School - abjuration  
Casting Time - 1 round  
Components - V, S, M (powdered lead and platinum worth 250 gp)  
Range - medium (100 ft. + 10 ft./level)  
Target - one creature  
Duration - 10 minute/level  
Saving Throw - Will negates; SR - no

SOR / WIZ

You disrupt the target creature's ability to draw upon magical energies. For the duration of the spell, it gains the negated spellblight (see page 97). Dispel checks to remove the spellblight take a -5 penalty due to this spell's interference with magical energies.

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### Darkvision, Greater

4

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (either a pinch of dried carrot or an agate)  
Range - touch  
Target - creature touched  
Duration - 1 hour/level  
Saving Throw - Will negates (harmless); SR - yes (harmless)

SOR / WIZ

This spell functions as darkvision, except the target's darkvision has a range of 120 feet.

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

### Daze, Mass

4

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Target - one or more humanoid creatures, no two of which may be more than 30 ft. apart  
Duration - 1 round  
Saving Throw - Will negates; SR - yes

SOR / WIZ

This spell functions as daze, except as noted above.

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### Detect Scrying

4

School - divination  
Casting Time - 1 standard action  
Components - V, S, M (a piece of mirror and a miniature brass hearing trumpet)  
Range - 40 ft.  
Area - 40-ft.-radius emanation centered on you  
Duration - 24 hours  
Saving Throw - none; SR - no

SOR / WIZ

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his direction and distance from you.

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### 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

SOR / WIZ

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)

SOR / WIZ

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.

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### Dimensional Anchor

4

School - abjuration  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Effect - ray  
Duration - 1 min./level  
Saving Throw - none; SR - yes (object)

SOR / WIZ

A green ray springs from your hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell.

A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

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### Dragon's Breath

4

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M (a dragon scale)  
Range - 30 ft. or 60 ft.  
Area - cone-shaped burst or line  
Duration - instantaneous  
Saving Throw - Reflex half; SR - yes

SOR / WIZ

You breathe out a blast of energy. Creatures in the affected area take 1d6 points of energy damage per caster level (maximum of 12d6). A successful Reflex save results in half damage. The spell's effect and energy type depend on the type of dragon scale used:

Black dragon: 60-foot line of acid.

Blue or bronze dragon: 60-foot line of electricity.

Green dragon: 30-foot cone of acid.

Gold or red dragon: 30-foot cone of fire.

Silver or white dragon: 30-foot cone of cold.

Brass dragon: 60-foot line of fire.

Copper dragon: 60-foot line of acid.

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## 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

SOR / WIZ

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.

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## Enervation

4

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

SOR / WIZ

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (see Appendix 1). Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours).

Usually, negative levels have a chance of becoming permanent, but the negative levels from enervation don't last long enough to do so.

An undead creature struck by the ray gains 1d4 x 5 temporary hit points for 1 hour.

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## Enlarge Person, Mass

4

School - transmutation  
Casting Time - 1 round  
Components - V, S, M (powdered iron)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - One humanoid creature/level, no two of which can be more than 30 ft. apart  
Duration - 1 min./level  
Saving Throw - Fortitude negates; SR - yes

SOR / WIZ

This spell functions like enlarge person, except that it affects multiple creatures.

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## False Life, Greater

4

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (a drop of blood)  
Range - personal  
Target - you  
Duration - 1 hour/level or until discharged; see text

SOR / WIZ

This spell functions as false life, except you gain temporary hit points equal to 2d10 + 1 point per caster level (maximum +20). The effects of this spell do not stack with those of false life.

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## Familiar Melding

4

School - necromancy  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Target - your familiar  
Duration - 1 hour/level or until you return to your body  
Saving Throw - Will negates (harmless); SR - yes

SOR / WIZ

You project your soul into your familiar, taking over its body while leaving its consciousness intact. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While possessing your familiar, you can communicate with it telepathically. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The familiar's body retains its own Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You may use any abilities the familiar has, including spells and spell-like abilities. You cannot speak unless your familiar has the ability to speak a language. You cannot cast spells with somatic components if your familiar does not have anthropomorphic limbs that can perform the appropriate motions.

As a standard action, you can return to your body as long as it is within range. If your familiar is slain while your soul is in it and your body is within range, your soul returns to your own body, unharmed. If your

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## Familiar Melding (Cont.)

familiar is out of range when slain, you die.

The spell ends when you shift from the familiar to your own body.

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## Fear

4

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (the heart of a hen or a white feather)  
Range - 30 ft.  
Area - cone-shaped burst  
Duration - 1 round/level or 1 round; see text  
Saving Throw - Will partial; SR - yes

SOR / WIZ

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

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## 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)

SOR / WIZ

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.

## Fire Trap

4

School - abjuration  
Casting Time - 10 minutes  
Components - V, S, M (gold dust worth 25 gp)  
Range - touch  
Target - object touched  
Duration - permanent until discharged (D)  
Saving Throw - Reflex half; see text; SR - yes

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A fire trap spell can ward any object that can be opened and closed.

When casting fire trap, you select a point on the object as the spell's center. When someone other than you opens the object, a fiery explosion fills the area within a 5-foot radius around the spell's center. The flames deal 1d4 points of fire damage + 1 point per caster level (maximum +20). The item protected by the trap is not harmed by this explosion.

A fire-trapped item cannot have a second closure or warding spell placed on it. A knock spell does not bypass a fire trap. An unsuccessful dispel magic spell does not detonate the spell.

Underwater, this ward deals half damage and creates a large cloud of steam.

You can use the fire-trapped object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a fire-trapped object to an individual usually involves setting a password that you can share with friends.

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## Fire Trap (Cont.)

Magic traps such as fire trap are hard to detect and disable. A character with trapfinding can use the Perception skill to find a fire trap and Disable Device to thwart it. The DC in each case is 25 + spell level (DC 27 for a druid's fire trap or DC 29 for the arcane version).

## Firefall

4

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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## Fleshworm Infestation

4

School - conjuration/summoning  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - 1 round/level (D)  
Saving Throw - Fortitude partial (see text); SR - yes

With a touch, you cause an infestation of ravenous worms to manifest in the target's flesh. The target must make a Fortitude save every round. Failure means it takes 1d6 hit points of damage and 2 points of Dexterity damage, and is staggered for 1 round. If it makes the save, it takes no hit point or Dexterity damage and is only sickened for 1 round rather than staggered. Fleshworm infestation cannot be ended early by remove disease or heal, as the infestation starts anew if the current worms are slain. Protection from evil negates this spell's effects for as long as the two durations overlap.

Dispel evil automatically ends a fleshworm infestation.

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## Geas, Lesser

4

School - enchantment/compulsion  
Casting Time - 1 round  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature with 7 HD or less  
Duration - 1 day/level or until discharged  
Saving Throw - Will negates; SR - yes

A lesser geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer HD and be able to understand you. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The geased creature must follow the given instructions until the geas is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of 1 day per caster level. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the lesser geas for 24 hours, it takes a -2 penalty to each of its ability scores. Each day, another -2 penalty accumulates, up to a total of -8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the lesser geas.

A lesser geas (and all ability score penalties) can be ended by break enchantment, limited wish, remove curse, miracle, or wish. Dispel magic does not affect a lesser geas.

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## Globe of Invulnerability, Lesser

4

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M (a glass or crystal bead)  
Range - 10 ft.  
Area - 10-ft.-radius spherical emanation, centered on you  
Duration - 1 round/level  
Saving Throw - none; SR - no

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the lesser globe of invulnerability. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. Any type of spell, however, can be cast through or out of the magical globe.

Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a dispel magic spell. You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether lesser globe of invulnerability stops it.

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## Hallucinatory Terrain

4

School - illusion/glamour  
Casting Time - 10 minutes  
Components - V, S, M (a stone, a twig, and a green leaf)  
Range - long (400 ft. + 40 ft./level)  
Area - one 30-ft. cube/level  
Duration - 2 hours/level  
Saving Throw - Will disbelief (if interacted with); SR - no

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

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## Ice Storm

4

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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## Illusory Wall

4

School - illusion/figment  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - image 1 ft. by 10 ft. by 10 ft.  
Duration - permanent  
Saving Throw - Will disbelief (if interacted with); SR - no

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear. Although the caster can see through his illusory wall, other creatures cannot, even if they succeed at their will save (but they do learn that it is not real).

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## Invisibility, Greater

4

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S  
Range - personal or touch  
Target - you or creature touched  
Duration - 1 round/level  
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like invisibility, except that it doesn't end if the subject attacks.

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## Locate Creature

4

School - divination  
Casting Time - 1 standard action  
Components - V, S, M (fur from a bloodhound)  
Range - long (400 ft. + 40 ft./level)  
Area - circle, centered on you, with a radius of 400 ft. + 40 ft./level  
Duration - 10 min./level  
Saving Throw - none; SR - no

This spell functions like locate object, except this spell locates a known creature. You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by mislead, nondetection, and polymorph spells.

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## Magic Siege Engine, Greater

4

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (black powder)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one siege engine touched  
Duration - 1 hour/level  
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

This spell functions like magic siege weapon, except it gives an indirect fire siege weapon an enhancement bonus on targeting and damage rolls of +1 per four caster levels (maximum +5). If used on a direct-fire siege weapon, this spell functions as greater magic weapon.

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## Malfunction

4

School - transformation  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Area - one construct  
Duration - 1 round/level (D)  
Saving Throw - Fortitude negates; SR - yes

This functions as confusion, except it only affects constructs, and instead of babbling incoherently, the construct takes no actions on its turn (but may still make attacks of opportunity).

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## Malicious Spite

4

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M (powdered turquoise worth 150 gp)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - 1 day/level  
Saving Throw - Will negates; SR - yes

You invoke feelings of a driving malicious intent. The target's malice is directed at a second individual as designated by you at the time of casting. Thereafter, the target attempts to slander, abuse, and even plot murder against the target of its spite. This loathing is not overt, and the target's actions against the object of its spite remain subtle and indirect.

The enchanted target remains within its financial and ethical means when acting against the second individual, though the malice toward this other person pushes the target to the limit of what it would do to a hated individual.

Each day, the target takes 2 points of Wisdom damage as the all-encompassing spite dominates its thoughts. The target can only alleviate the ability damage by acting upon the emotion and performing a spiteful act. Examples of spiteful acts are spiking the target's drink to make it an easier target for thugs, damaging the target's property, starting foul rumors about the target, framing the target for a crime, paying lepers or beggars to accost the target, extorting or blackmailing the target, or arranging for others to physically harm the target.

When the spell ends, the target remembers the spiteful behavior, but not the motivation for it.

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## Minor Creation

4

School - conjuration/creation  
Casting Time - 1 minute  
Components - V, S, M (a tiny piece of matter of the same sort of item you plan to create with minor creation)  
Range - 0 ft.  
Effect - unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level  
Duration - 1 hour/level  
Saving Throw - none; SR - no

You create a nonmagical, unattended object of nonliving vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate Craft skill check to make a complex item.

Attempting to use any created object as a material component causes the spell to fail.

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## Mnemonic Enhancer

4

School - transmutation  
Casting Time - 10 minutes  
Components - V, S, M (a piece of string, and ink consisting of squid secretion mixed with black dragon's blood), F (an ivory plaque worth 50 gp)  
Range - personal  
Target - you  
Duration - instantaneous

SOR / WIZ

Casting this spell allows you to prepare additional spells or retain spells recently cast. Pick one of these two versions when the spell is cast.

**Prepare:** You prepare up to three additional levels of spells. A cantrip counts as 1/2 level for this purpose. You prepare and cast these spells normally.

**Retain:** You retain any spell of 3rd level or lower that you had cast up to 1 round before you started casting the mnemonic enhancer.

This restores the previously cast spell to your mind.

In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).

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## Monstrous Physique 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 minute/level (D)

SOR / WIZ

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.

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## Moonstruck

4

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M (a pinch of powdered moonstone)  
Range - medium (100 ft. + 10 ft./level)  
Target - one humanoid creature  
Duration - 1 round/level  
Saving Throw - Will negates; SR - yes

SOR / WIZ

You invoke the mystical power of the moon to drive the target into a mad, bestial frenzy. If the target fails its save, it is dazed for 1 round, dropping held items as its nails and teeth elongate and sharpen. The target gains a bite attack and two claw attacks that deal damage appropriate for the creature's size, and for the remainder of the spell's duration the target behaves as if under simultaneous rage and confusion spells, attacking with its natural weapons in preference to other actions. During the final round of the spell's duration, the target is again dazed as it returns to its normal state.

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## Named Bullet

4

School - divination  
Casting Time - 1 standard action  
Components - V, S, M/DF (an item from the selected creature or creature type)  
Range - touch  
Target - one piece of ammunition or one thrown weapon  
Duration - 10 minutes/level or until discharged  
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

SOR / WIZ

You imbue the target with deadly accuracy against a selected creature type (and subtype for humanoids or outsiders) or a specific creature you know and can name. When used against the selected creature, the ammunition never misfires and is unaffected by concealment (but not total concealment), and at a range of 30 feet or less, the attack targets the selected creature's touch AC. When the target hits the selected creature, you must overcome that creature's spell resistance, or this spell has no effect. A normal hit scored using the target against the selected creature is considered to be a critical threat and deals 1 extra point of damage per caster level (maximum 20), which is not multiplied on a critical hit. A natural critical hit deals the same extra damage, but that damage is multiplied due to the critical. Once the target is used to attack the selected creature, successfully or not, this spell is discharged.

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## Nondetection, Communal

4

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M (diamond dust worth 25 gp per target)  
Range - touch  
Target - creatures or objects touched  
Duration - 1 hour/level  
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

SOR / WIZ

This spell functions like nondetection, except you divide the duration in 1-hour increments among the creatures or objects touched.

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## Obsidian Flow

4

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (a small piece of obsidian)  
Range - close (25 ft. + 5 ft./2 levels)  
Area - 20-ft.-radius burst  
Duration - instantaneous  
Saving Throw - Reflex partial, see text; SR - no

SOR / WIZ

You convert a thin layer of the ground to molten glass that cools quickly. Creatures in the area take 1d6 points of fire damage per two caster levels (maximum of 10d6) and become entangled. Any creature within the area that makes a successful Reflex save takes half damage and is not entangled. An entangled creature can attempt to free itself by spending a move action to attempt a Strength check or Escape Artist check (the DC equals the spell's saving throw DC). The ground is covered with slippery expanses and sharp shards of obsidian. The area of effect is difficult terrain, and the DC of Acrobatics checks within the area of effect increases by 5. A successful DC 15 Acrobatics check is required to run or charge across the area. A creature that falls prone in the area takes 1d6 points of damage from sharp obsidian.

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## Overwhelming Grief

4

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 (see text); SR - yes

SOR / WIZ

You cause a single opponent to become profoundly stricken with intense grief. He can take no actions, takes a -2 penalty to Armor Class, and loses his Dexterity bonus (if any). He can attempt a new save each round to break the spell's effect.

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## Phantasmal Killer

4

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

SOR / WIZ

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.

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## Phantom Chariot

4

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

SOR / WIZ

You conjure a quasi-real heavy chariot with four horselike creatures in a team to pull it. (The exact description can be customized as you wish.) The chariot has all the normal qualities of a heavy chariot (see page 182). You or a person you designate while casting the spell must drive the chariot, which can carry up to six passengers (including the driver). The team and chariot make no sound and the team does not fight, although the driver can use the chariot like any normal chariot. The chariot and team are essentially a single entity with an AC of 19 (-2 size, +6 natural armor, +5 Dex), and 10 hit points + 2 hit points per caster level (maximum 50). If the entity loses all its hit points, it disappears, possibly subjecting all aboard to a crash (treat as wrecked). The entity gains certain powers according to caster level, just like a mount does in the phantom steed spell.

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## Phantom Steed, Communal

4

School - conjuration/creation  
Casting Time - 10 minutes  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - up to six quasi-real, horselike creatures  
Duration - 1 hour/level (D)  
Saving Throw - none; SR - no

SOR / WIZ

This spell functions like phantom steed, except you can summon up to six steeds, and you divide the duration in 1-hour intervals among the steeds summoned.

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## Protection from Energy, Communal

4

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, DF  
Range - touch  
Target - creatures touched  
Duration - 10 min./level or until discharged  
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

SOR / WIZ

This spell functions like protection from energy, except you divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of energy damage per caster level (maximum 120 points) for a subject, the spell's effects end for that subject.

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## Rainbow Pattern

4

School - illusion/pattern  
Casting Time - 1 standard action  
Components - V (bard only), S, M (a piece of phosphor), F (a crystal prism); see text  
Range - medium (100 ft. + 10 ft./level)  
Effect - colorful lights with a 20-ft.-radius spread  
Duration - Concentration +1 round/level  
Saving Throw - Will negates; SR - yes

SOR / WIZ

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. Rainbow pattern fascinates a maximum of 24 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its save is fascinated by the pattern.

With a simple gesture (a free action), you can make the rainbow pattern move up to 30 feet per round (moving its effective point of origin). All fascinated creatures follow the moving rainbow of light, trying to remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area, each fascinated creature gets a second save. If the view of the lights is completely blocked, creatures who can't see them are no longer affected.

The spell does not affect sightless creatures.

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## Reduce Person, Mass

4

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/level, no two of which can be more than 30 ft. apart  
Duration - 1 min./level  
Saving Throw - Fortitude negates; SR - yes

SOR / WIZ

This spell functions like reduce person, except that it affects multiple creatures.

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## Remove Curse

4

School - abjuration  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature or object touched  
Duration - instantaneous  
Saving Throw - Will negates (harmless); SR - yes (harmless)

SOR / WIZ

Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each curse affecting the target.

Success means that the curse is removed. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it.

Remove curse counters and dispels bestow curse.

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## Resilient Sphere

4

School - evocation  
Casting Time - 1 standard action  
Components - V, S, F (a crystal sphere)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - 1-ft.-diameter/level sphere, centered around a creature  
Duration - 1 min./level  
Saving Throw - Reflex negates; SR - yes

SOR / WIZ

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere.

The sphere contains its subject for the spell's duration. The sphere functions as a wall of force, except that it can be negated by dispel magic. A subject inside the sphere can breathe normally.

The sphere cannot be physically moved either by people outside it or by the struggles of those within.

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## Ride The Waves

4

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - 1 hour/level (D)  
Saving Throw - Will negates (harmless); SR - yes (harmless)

SOR / WIZ

The target gains the ability to breathe water and a swim speed of 30 feet. This swim speed means the target also gains the standard +8 bonus on Swim checks and the ability to take 10 on Swim checks even while distracted or endangered. The target can use the run action while swimming, provided it swims in a straight line. The spell does not make the target unable to breathe air.

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## River of Wind

4

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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## Scrying

4

School - divination/scrying  
Casting Time - 1 hour  
Components - V, S, M/DF (a pool of water), F (a silver mirror worth 1,000 gp)  
Range - see text  
Effect - magical sensor  
Duration - 1 min./level  
Saving Throw - Will negates; SR - yes

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature.

Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge | Will Save Modifier |

None\* | +10 |

Secondhand (you have heard of the subject) | +5 |

Firsthand (you have met the subject) | +0 |

Familiar (you know the subject well) | -5 |

\*You must have some sort of connection (see below) to a creature of which you have no knowledge. |

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## Scrying (Cont.)

Connection | Will Save Modifier |

Likeness or picture | -2 |

Possession or garment | -4 |

Body part, lock of hair, bit of nail, etc. | -10 |

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject).

If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

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## Secure Shelter

4

School - conjuration/creation  
Casting Time - 10 minutes  
Components - V, S, M (a chip of stone, sand, a drop of water, and a wood splinter)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - 20-ft.-square structure  
Duration - 2 hours/level  
Saving Throw - none; SR - no

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. The lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise-it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being secured with arcane lock and the latter by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an alarm spell. Finally, an unseen servant is conjured to provide service to you for the duration of the shelter.

The secure shelter contains crude furnishings-eight bunks, a trestle table, eight stools, and a writing desk.

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## Shadow Conjunction

4

School - illusion/shadow  
Casting Time - 1 standard action  
Components - V, S  
Range - see text  
Effect - see text  
Duration - see text  
Saving Throw - Will disbelief (if interacted with); varies; see text; SR - yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow conjunction can mimic any sorcerer or wizard conjunction (summoning) or conjunction (creation) spell of 3rd level or lower.

Shadow conjunctions are only one-fifth (20%) as strong as the real things, though creatures who believe the shadow conjunctions to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to shadow conjunction's level (4th) rather than the spell's normal level. In addition, any effect created by shadow conjunction allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects

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## Shadow Conjunction (Cont.)

except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are just one-fifth as large.

A creature that succeeds on its save sees the shadow conjunctions as transparent images superimposed on vague, shadowy forms.

Objects automatically succeed on their Will saves against this spell.

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## Shadow Projection

4

School - necromancy  
Casting Time - 1 minute  
Components - S  
Range - personal  
Target - you  
Duration - 1 hour/level (D)

With this spell, you infuse your life force and psyche into your shadow, giving it independent life and movement as if it were an undead shadow (see Pathfinder RPG Bestiary 245). Your physical body lies comatose while you are projecting your shadow, and your body has no shadow or reflection while the spell is in effect.

While projecting your shadow, you gain a shadow's darkvision, defensive abilities, fly speed, racial stealth modifier, and strength damage attack. You do not gain the creature's create spawn ability, nor its skill ranks or Hit Dice.

Your shadow has Hit Dice and hit points equal to your own.

Your shadow projection has the undead type and may be turned or affected as undead.

If your shadow projection is slain, you return to your physical body and are immediately reduced to -1 hit points.

Your condition becomes dying, and you must begin making Constitution checks to stabilize.

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## Shadow Step

4

School - illusion/shadow  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Target - you  
Duration - instantaneous  
Saving Throw - none; SR - no

To use this spell, you must be in an area of dim light or darkness. You enter a shadow or area of darkness, which transports you along a coiling path of shadowstuff to another dim or dark location within range.

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## Share Senses

4

School - divination/scrying  
Casting Time - 1 full round  
Components - V, S, M (a hair, scale, or feather from your familiar)  
Range - long (400 ft. + 40 ft./level)  
Target - your familiar  
Duration - 1 minute/level (D)  
Saving Throw - Will negates (harmless); SR - yes (harmless)

Spending a moment in meditation and conjuring an image of the creature to mind, you reshape your link with your familiar, causing it to functions like a scrying sensor. Upon this spell you can hear, see, or smell (any one, your choice) what your familiar is experiencing. You gain the benefits of any nonmagical special abilities your familiar has tied to the chosen sense (such as low-light vision or scent), but use your own Perception skill. You don't need line of sight or line of effect to your familiar, but you must have an active empathic link. You may change the sense you are sharing as a standard action. Unlike other scrying spells, share senses does not allow magically or supernaturally enhanced senses to work through it, and you are unable to see in magical or natural darkness unless your familiar possesses the ability to see in such conditions.

The sensory link with your familiar can be detected as though it were a scrying sensor.

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## Shocking Image

4

School - illusion/figment  
Casting Time - 1 standard action  
Components - V, S  
Range - personal  
Target - you  
Duration - 1 minute/level  
Saving Throw - none; SR - see text

This spell works like mirror image, except the illusory doubles it creates discharge an electric shock when destroyed. An opponent that uses a melee attack to destroy one of your images takes 2d6 points of electricity damage. You must overcome a target's spell resistance the first time you deal this electricity damage to it. Failure renders the target immune to damage from this spell.

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## Shout

4

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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## Simulacrum, Lesser

4

School - illusion/shadow  
Casting Time - 1 hour  
Components - V, S, M (an ice sculpture of the target plus powdered rubies worth 50 gp per HD of the simulacrum)  
Range - 0 ft.  
Effect - one duplicate creature  
Duration - 1 hour/level  
Saving Throw - none; SR - no

This spell functions as simulacrum, except you can't create a simulacrum of a creature whose HD or levels exceed your caster level, and it has no magical abilities. The creature is not under your control, though it recognizes you are its creator.

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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

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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## Stone Shape

4

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (soft clay)  
Range - touch  
Target - stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level  
Duration - instantaneous  
Saving Throw - none; SR - no

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

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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)

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 adamantane 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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## Summon Monster IV

4

School - conjuration/summoning  
Casting Time - 1 round  
Components - V, S, F/DF (a tiny bag and a small candle)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - one summoned creature  
Duration - 1 round/level  
Saving Throw - none; SR - no

This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

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## Symbol of Revelation

4

School - divination  
Casting Time - 10 minutes  
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1,000 gp)  
Range - 0 ft.; see text  
Effect - one symbol  
Duration - see text  
Saving Throw - none; SR - yes

This spell functions as symbol of death, except it is only activated by invisible creatures, creatures affected by an illusion (glamer) effect, creatures with the shapechanger subtype, or creatures that have magically changed their shape. These creatures are outlined by a pale light that functions like faerie fire, except it lasts for 10 minutes per caster level; the symbol does not otherwise reveal their true form. Once triggered, a symbol of revelation remains active for 10 minutes per caster level.

Symbol of revelation can be made permanent with a permanency spell by a caster of 12th level or higher for the cost of 10,000 gp.

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## Symbol of Slowing

4

School - transmutation  
Casting Time - 10 minutes  
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1,000 gp)  
Range - 0 ft.; see text  
Effect - one symbol  
Duration - see text  
Saving Throw - Will negates; SR - yes

This spell functions as symbol of death, except all creatures within 60 feet of a symbol of slowing are slowed (as the slow spell) for 1 round per caster level.

Symbol of slowing can be made permanent with a permanency spell by a caster of 11th level or higher for the cost of 10,000 gp.

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## Telekinetic Charge

4

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

You telekinetically launch an ally across the battlefield to anywhere within this spell's range. While moving, your ally is flying just above the ground unless you wish otherwise. Movement from this spell provokes attacks of opportunity as normal, although you can lift your ally over objects or out of enemy reach, as long as your ally remains within this spell's range. If your ally lands adjacent to an opponent, he can spend an immediate action to make a melee attack against that opponent with a +2 bonus on the attack roll.

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## Terrible Remorse

4

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

You fill a target with such profound remorse that it begins to harm itself. Each round, the target must save or deal 1d8 points of damage + its Strength modifier to itself using an item held in its hand or with unarmed attacks. If the creature saves, it is staggered for 1 round and takes a -2 penalty to Armor Class, after which the spell ends.

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## Tongues, Communal

4

School - divination  
Casting Time - 1 standard action  
Components - V, M/DF (a clay model of a ziggurat)  
Range - touch  
Target - creatures touched  
Duration - 10 min./level  
Saving Throw - Will negates (harmless); SR - no

This spell functions like tongues, except you divide the duration in 10-minute intervals among the creatures touched.

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## Touch of Slime

4

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S, M (a drop of acid and a black glass sphere)  
Range - touch  
Target - living creature touched  
Duration - instantaneous  
Saving Throw - Fortitude negates; SR - yes

You create a coating of slime on your hand. When you make a successful melee touch attack with the slime, it pulls free of you and sticks to the target, at which point it acts like green slime (Core Rulebook 416), dealing 1d3 points of Constitution damage per round. Anything that destroys green slime (scrapping, freezing, burning, cutting, sunlight, or remove disease) destroys this slime. If the slime kills a creature, it consumes the body and then dies. It cannot transfer to a creature other than the original target, and dies if separated from the original target.

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## True Form

4

School - abjuration  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Target - up to one creature/3 levels, no two of which can be more than 30 ft. apart  
Duration - 1 round/level  
Saving Throw - Will negates; SR - yes

True form removes any polymorph effect from a target creature, returning it to its true form, even against its will. Against creatures affected by polymorph spell effects (such as baleful polymorph or giant form), you must make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the polymorph immediately ends.

A creature with the supernatural ability to change shape (such as a lycanthrope) must make a Will saving throw or immediately revert to its true form. If it fails this first saving throw, the creature can attempt another Will saving throw to overcome the spell as a full-round action that does not provoke attacks of opportunity. If this save succeeds, the spell ends and the creature is capable of changing shape once again. If the second save fails, the creature is locked in its true form for the duration of the spell, preventing any further polymorph effects from changing its shape.

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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

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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## Vitriolic Mist

4

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M (a piece of lemon rind)  
Range - personal  
Target - you  
Duration - 1 round/level (D)

SOR / WIZ

This functions as fire shield, except it wreathes you in yellow or green acidic mist instead of hot or cold flames. The spell deals acid damage to attackers and protects you against acid damage. This spell does not shed light.

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## Volcanic Storm

4

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M/DF (obsidian and ash)  
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

SOR / WIZ

Chunks of hot volcanic rock and clumps of ash pound down when this spell is cast, dealing 3d6 points of bludgeoning damage and 2d6 points of fire 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 ash 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 rock and ash disappear, leaving no aftereffects (other than the damage dealt).

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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

SOR / WIZ

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.

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## 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

SOR / WIZ

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.

## Wandering Star Motes

4

School - illusion/pattern  
Casting Time - 1 standard action  
Components - V, S, M (a sprinkle of flash powder)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature and special; see text  
Duration - 1/round per level  
Saving Throw - Will negates; see text; SR - yes

SOR / WIZ

You create sparkling motes of bright light that shoot toward the target and swirl around it in a complex pattern. The pattern clearly outlines the target and radiates light as if it were a sunrod, negating any concealment for the target. The target must make a successful Will save. If the target fails its save, it is dazed for 1 round and must make another save on its next turn or be dazed again for 1 round. The target must continue making Will saves each round. If a target makes its Will save, the wandering star motes jump to the nearest enemy within 30 feet, who must now make Will saves every round or be dazed. Any time a target makes its Will save, the wandering star motes jump to the next nearest enemy within 30 feet.

A given creature can only be affected by the wandering star motes once; once a target has successfully saved against the spell, it cannot be affected again. If there are no new targets within 30 feet of a target that has successfully made its save, the spell immediately ends. The spell only affects enemy creatures; your allies are not affected.

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## Absorb Toxicity

5

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (a thorn from a poisonous plant)  
Range - personal  
Target - you  
Duration - 10 minutes/level or until discharged  
Saving Throw - see text; SR - no

SOR / WIZ

You absorb the toxicity of your surroundings, becoming toxic as a result. While under the effect of this spell, you are immune to diseases and poisons with which you come into contact. When you are exposed to a disease or poison, you can choose to absorb it. Doing so ends the immunity due to this spell to any disease and poison other than the one you absorbed. You remain immune to the new affliction until this spell ends. Casting absorb toxicity on yourself a second time does not allow you to absorb a second toxin, but instead resets the duration of the effect to its full 10 minutes/level. While you have a disease or poison absorbed, you can use a melee touch attack to transfer that affliction to another creature. A missed attack does not discharge the spell, and you can try to transfer the affliction again in subsequent rounds. If you hit, this spell is discharged, and your target must make a saving throw against the transferred affliction (DC equal to this spell's save DC or the affliction's save DC, whichever is higher) or suffer its effect or initial effect immediately. The target then continues to suffer from the affliction's normal effects. If the spell's duration expires before you have transferred the affliction, you are exposed to any absorbed poison or disease as if you had transferred it to yourself, but you gain a +2 bonus on saves against that particular instance of the poison or disease.

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## 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

SOR / WIZ

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).

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## Animal Growth

5

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Target - one animal (Gargantuan or smaller)  
Duration - 1 min./level  
Saving Throw - Fortitude negates; SR - yes

The target animal grows to twice its normal size and eight times its normal weight. This alteration changes the animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC, attack rolls, and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change. 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 the animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

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## Animal Growth (Cont.)

The spell gives no means of command over an enlarged animal.

Multiple magical effects that increase size do not stack.

## Astral Projection, Lesser

5

School - necromancy  
Casting Time - 30 minutes  
Components - V, S, M (1,000 gp jacinth)  
Range - touch  
Target - you plus one additional willing creature touched per two caster levels  
Duration - see text  
Saving Throw - none; SR - yes

This spell functions as astral projection, except you cannot leave the Astral Plane and explore other planes (though you can still return to the plane you were on when you cast this spell).

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## 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

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.

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## 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

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.

## Blight

5

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, DF  
Range - touch  
Duration - instantaneous  
Saving Throw - Fortitude half; see text; SR - yes

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

This spell has no effect on the soil or surrounding plant life.

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## Break Enchantment

5

School - abjuration  
Casting Time - 1 minute  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - up to one creature per level, all within 30 ft. of each other  
Duration - instantaneous  
Saving Throw - see text; SR - no

This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse.

If the spell is one that cannot be dispelled by dispel magic or stone to flesh, break enchantment works only if that spell is 5th level or lower.

If the effect comes from a permanent magic item, break enchantment does not remove the curse from the item, but it does free the victim from the item's effects.

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## 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

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

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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## Contact Other Plane

5

School - divination  
Casting Time - 10 minutes  
Components - V  
Range - personal  
Target - you  
Duration - concentration

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. You may ask one question for every two caster levels.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease in Intelligence and Charisma due to your brain being overwhelmed, but also increases the chance of the power knowing the answer and answering correctly. Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the

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## Contact Other Plane (Cont.)

personalities of individual deities.) On rare occasions, this divination may be blocked by an act of certain deities or forces.

**Avoid Int/Cha Decrease:** You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. If a successful contact is made, roll d% to determine the type of answer you gain.

**True Answer:** You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

**Don't Know:** The entity tells you that it doesn't know.

**Lie:** The entity intentionally lies to you.

**Random Answer:** The entity tries to lie but doesn't know the answer, so it makes one up.

Contact Other Plane |

Plane Contacted | Avoid Int/Cha Decrease | True Answer | Don't Know | Lie | Random Answer |

Elemental Plane | DC 7/1 week | 01-34 | 35-62 | 63-83 | 84-100 |

Positive/Negative Energy Plane | DC 8/1 week | 01-39 |

## Contact Other Plane (Cont.)

40-65 | 66-86 | 87-100 |

Astral Plane | DC 9/1 week | 01-44 | 45-67 | 68-88 | 89-100 |

Outer Plane, demigod | DC 10/2 weeks | 01-49 | 50-70 | 71-91 | 92-100 |

Outer Plane, lesser deity | DC 12/3 weeks | 01-60 | 61-75 | 76-95 | 96-100 |

Outer Plane, intermediate deity | DC 14/4 weeks | 01-73 | 74-81 | 82-98 | 99-100 |

Outer Plane, greater deity | DC 16/5 weeks | 01-88 | 89-90 | 91-99 | 100 |

## 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

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.

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## Curse Of Disgust

5

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

You place a curse upon a creature, causing it to avoid the sight of a specific trigger, which is a kind of creature, object, or condition designated by you. When the target is within 30 feet of a trigger and is aware of the trigger, it gains the sickened condition and feels an urge to leave. A successful Will save negates the urge to leave, but the sickened condition persists as long as the target is within 30 feet of a trigger and aware of it. Example triggers include beggars, filthy clothing, diseased creatures, the king, blood, spiders, rats, corpses, and sewage.

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## Dismissal

5

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

This spell forces an extraplanar creature back to its proper plane if it fails a Will save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

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## Dominate Person

5

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

SOR / WIZ

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your orders or giving a dominated creature a

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## Dominate Person (Cont.)

new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so ward, but such an effect does not automatically dispel it.

## Dream

5

School - illusion/phantasm  
Casting Time - 1 minute  
Components - V, S  
Range - unlimited  
Target - one living creature touched  
Duration - see text  
Saving Throw - none; SR - yes

SOR / WIZ

You, or a messenger you touch, send a message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance.

The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that

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## Dream (Cont.)

is disturbed during the trance comes awake, ending the spell.

Creatures who don't sleep or don't dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always failing any saving throw) while in the trance.

## Echolocation

5

School - transmutation  
Casting Time - 1 standard action  
Components - V  
Range - personal  
Target - you  
Duration - 10 minutes/level

SOR / WIZ

You can perceive the world by creating high-pitched noises and listening to their echoes. This gives you blindsight to a range of 40 feet. The echo-producing noises are too highpitched to be heard by most creatures, and can only be detected by dragons, other creatures with this ability (such as bats), and creatures with hearing-based blindsense or blindsight. You cannot use this ability if you are deaf, and cannot detect anything in an area of silence.

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## 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

SOR / WIZ

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.

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## Energy Siege Shot

5

School - transmutation  
Casting Time - 10 minutes  
Components - V, S, M (a ball of pitch)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one Large siege engine  
Duration - 10 minute/level  
Saving Throw - Fortitude negates (harmless, object); SR - yes (harmless/object)

SOR / WIZ

This spell transforms any ammunition fired by the target ranged siege engine into ammunition made of pure energy. When casting the spell, the caster picks a one of the following energy types: acid, cold, electricity, fire, sonic, or force. The ammunition within the siege weapon now deals that type of energy damage on a hit, though the amount of damage dealt by the ammunition does not change, nor does it change any of the other effects of the ammunition. Unlike other forms of energy damage, this energy damage does full damage to objects. Based on the type of energy the caster chose while casting, the ammunition also gains one of the following effects. **Acid:** The ammunition deals half its damage in a splash to all creatures and unattended objects within 15 feet of the target hit by the siege engine. Creatures can halve the splash damage with a Reflex saving throw. The DC of the splash is the same as the DC of the spell. **Cold:** The ammunition creates an ice sheen within a 20-foot-radius burst around the target of the siege engine's attack. That sheen lasts 1d6 rounds. Creatures within the ice sheen are entangled. Any creature within the area of the ice sheen at the start of its turn takes 2d6 cold damage. **Electricity:** Creatures hit by the siege engine attack or within 15 feet of the attack are staggered for 1 round. **Fire:** Creatures and

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## Energy Siege Shot (Cont.)

wood objects within 15 feet of the attack may catch on fire (Core Rulebook 444 and page 164 of this book). **Sonic:** Creatures hit by the attack or within 20 feet of the attack must succeed at a Fortitude saving throw or be deafened for one hour. The DC of this effect is the same as the spell DC. **Force:** No extra effect.



## Fabricate

5

School - transmutation  
Casting Time - see text  
Components - V, S, M (the original material, which costs the same amount as the raw materials required to craft the item to be created)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - up to 10 cu. ft./level; see text  
Duration - instantaneous  
Saving Throw - none; SR - no

You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet. You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship. Casting requires 1 round per 10 cubic feet of material to be affected by the spell.

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## False Vision

5

School - illusion/glamer  
Casting Time - 1 standard action  
Components - V, S, M (crushed jade worth 250 gp)  
Range - touch  
Area - 40-ft.-radius emanation  
Duration - 1 hour/level  
Saving Throw - none; SR - no

This spell creates a subtle illusion, causing any divination (scrying) spell used to view anything within the area of this spell to instead receive a false image (as the major image spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

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## Feeblemind

5

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M (a handful of clay, crystal, or glass spheres)  
Range - medium (100 ft. + 10 ft./level)  
Target - one creature  
Duration - instantaneous  
Saving Throw - Will negates; see text; SR - yes

Target creature's Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charismabased skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the of the feeblemind. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw.

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## Fickle Winds

5

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Target - one or more Medium creatures/level, no two of which can be more than 30 ft. apart  
Duration - 1 minute/level (D)  
Saving Throw - none (see text); SR - yes

You create a mobile cylinder of wind encompassing every target of the spell and protecting them as wind wall, but not interfering with them in any way. For example, arrows and bolts fired at the targets are deflected upward and miss, but the targets' own arrows or bolts pass through the wall as if it were not there.

A Large creature counts as 4 Medium creatures for the purpose of how many targets you can effect with the spell; a Huge creature counts as 8, a Gargantuan creature as 16, and a Colossal creature as 32. This spell has no effect within the area of a higher-level wind or weather spell.

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## Fire Snake

5

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

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.

## Hold Monster

5

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail)  
Range - medium (100 ft. + 10 ft./level)  
Target - one living creature  
Duration - 1 round/level; see text  
Saving Throw - Will negates; see text; SR - yes

This spell functions like hold person, except that it affects any living creature that fails its Will save.

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## Hostile Juxtaposition

5

School - conjuration/teleportation  
Casting Time - 1 standard action  
Components - V, S, M (a coin)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature of your size or smaller  
Duration - 1 round/level or until discharged  
Saving Throw - Will negates; SR - yes

SOR / WIZ

You create a dimensional link to the target creature. When attacked or the subject of a spell that deals damage to you, you can spend an immediate action to cause yourself and the target creature to teleport and switch places. The target then becomes the target of the triggering attack or spell instead of you. If you fail to teleport out of the area of an effect, that effect might still affect you. If the target creature cannot fit safely into the new space without squeezing, or you try to teleport the target into an occupied space or a space it could not normally stand within, the juxtaposition fails. Further, if the target is unconscious or dead when you attempt to switch places, the juxtaposition fails. Once you have used it to teleport once, this spell is discharged.

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## Hungry Pit

5

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S, F (miniature shovel costing 10 gp)  
Range - medium (100 ft. + 10 ft./level)  
Effect - 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels  
Duration - 1 round + 1 round/level  
Saving Throw - Reflex negates; Reflex half; see text;  
SR - no

SOR / WIZ

This spell functions as create pit, except that the pit has the ability to squeeze and crush any creature trapped within it and has a maximum depth of 100 feet. Creatures who fall into the hole take falling damage as normal. In addition, anyone within the pit, not just those on the bottom, takes 4d6 points of bludgeoning damage each round as the pit contracts and then returns to its normal size (a successful Reflex save halves this damage). The ever-shifting walls of the pit are quite difficult to scale and have a Climb DC of 35.

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## Icy Prison

5

School - evocation  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (10 ft. + 10 ft./level)  
Target - one creature  
Duration - 1 minute/level; see text  
Saving Throw - Reflex partial; SR - yes

SOR / WIZ

You trap the target in solid ice 1 inch thick per caster level. If the creature fails its save, it is helpless, but can still breathe (the ice blocks line of effect to the target). If the target makes its save, it gains the entangled condition but can otherwise act normally. Whether or not the target saves, it takes 1 point of cold damage per caster level each round it is helpless or entangled in the ice. The ice has hardness 0 and 3 hit points per inch of thickness; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 15 + your caster level).

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## Interposing Hand

5

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

SOR / WIZ

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.

## Life Bubble

5

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M/DF (a bit of eggshell)  
Range - touch  
Target - creatures touched, up to one/level  
Duration - 2 hours/level; see text  
Saving Throw - Will negates (harmless); SR - yes (harmless)

SOR / WIZ

You surround the touched creatures with a constant and moveable 1-inch shell of tolerable living conditions. This shell enables the subjects to breathe freely, even underwater or in a vacuum, as well as making them immune to harmful gases and vapors, including inhaled diseases and poisons and spells like cloudkill and stinking cloud. In addition, the shell protects subjects from extremes of temperature (per endure elements) as well as extremes of pressure.

Life bubble does not provide protection from negative or positive energy (such as found on the Negative and Positive Energy planes), the ability to see in conditions of poor visibility (such as in smoke or fog), nor the ability to move or act normally in conditions that impede movement (such as underwater).

When you cast this spell it has a total duration of 2 hours per caster level. You can divide this duration up in any manner you wish, not necessarily equally, between up to 1 creature per caster level.

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## Lightning Arc

5

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M (fur and two glass figurines)  
Range - long (400 ft. + 40 ft./level)  
Target - two creatures or objects which must be no more than 60 ft. apart  
Duration - instantaneous  
Saving Throw - Reflex half; SR - yes (see text)

SOR / WIZ

You generate an arc of lightning between two targets. The lightning deals 1d6 points of electricity damage per caster level (maximum 15d6) to both targets and any creatures in a line connecting them. The spell fails if there is no line of effect between the targets. Lightning arc sets fire to combustibles and damages objects in its path. It can melt metals that have a low melting point, such as lead, gold, copper, silver, or bronze.

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## Mage's Faithful Hound

5

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S, M (a tiny silver whistle, a piece of bone, and a thread)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - phantom watchdog  
Duration - 1 hour/caster level or until discharged, then 1 round/caster level; see text  
Saving Throw - none; SR - no

SOR / WIZ

You conjure up a phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions.

If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature (see invisibility).

The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends.

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## Mage's Private Sanctum

5

School - abjuration  
Casting Time - 10 minutes  
Components - V, S, M (a sheet of lead, a piece of glass, a wad of cotton, and powdered chrysolite)  
Range - close (25 ft. + 5 ft./2 levels)  
Area - 30-ft. cube/level  
Duration - 24 hours  
Saving Throw - none; SR - no

SOR / WIZ

This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Divination (scrying) spells cannot perceive anything within the area, and those within are immune to detect thoughts. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a sending or message spell, or telepathic communication, such as that between a wizard and her familiar.

The spell does not prevent creatures or objects from moving into and out of the area.

Mage's private sanctum can be made permanent with a permanency spell.

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## Magic Jar

5

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, F (a gem or crystal worth at least 100 gp)  
Range - medium (100 ft. + 10 ft./level)  
Target - one creature  
Duration - 1 hour/level or until you return to your body  
Saving Throw - Will negates; see text; SR - yes

SOR / WIZ

By casting magic jar, you place your soul in a gem or large crystal (known as the magic jar), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the magic jar. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body.

The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the magic jar must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the magic jar, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence).

You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures.

In a group of life forces, you can sense a difference of 4 or more HD between one creature and another and can

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## Magic Jar (Cont.)

determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.) You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by protection from evil or a similar ward. You possess the body and force the creature's soul into the magic jar unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the magic jar, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the magic jar. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the magic jar, if within

## Magic Jar (Cont.)

range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the magic jar, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the magic jar returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or the host's location.

## Major Creation

5

School - conjuration/creation  
Casting Time - 10 minutes  
Components - V, S, M (a tiny piece of matter of the same sort of item you plan to create with minor creation)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level  
Duration - see text  
Saving Throw - none; SR - no

SOR / WIZ

This spell functions like minor creation, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and Rarity Examples | Duration |

Vegetable matter | 2 hr./level |

Stone, crystal, base metals | 1 hr./level |

Precious metals | 20 min./level |

Gems | 10 min./level |

Rare metal\* | 1 round/level |

\*Includes adamantite, alchemical silver, and mithral. You can't use major creation to create a cold iron item. |

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## Mind Fog

5

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Effect - fog spreads in 20-ft. radius, 20 ft. high  
Duration - 30 minutes and 2d6 rounds; see text  
Saving Throw - Will negates; SR - yes

SOR / WIZ

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the mind fog take a -10 penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

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

The fog is thin and does not significantly hamper vision.

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## Mirage Arcana

5

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S  
Range - long (400 ft. + 40 ft./level)  
Area - one 20-ft. cube/level  
Duration - concentration +1 hour/level  
Saving Throw - Will disbelief (if interacted with); SR - no

SOR / WIZ

This spell functions like hallucinatory terrain, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements.

Unlike hallucinatory terrain, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

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## Monstrous Physique 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 minute/level (D)

SOR / WIZ

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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## Nightmare

5

School - illusion/phantasm  
Casting Time - 10 minutes  
Components - V, S  
Range - unlimited  
Target - one living creature  
Duration - instantaneous  
Saving Throw - Will negates; see text; SR - yes

SOR / WIZ

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on your knowledge of the subject and the physical connection (if any) you have to that creature.

Knowledge | Will Save Modifier |

None\* | +10 |

Secondhand (you have heard of the subject) | +5 |

Firsthand (you have met the subject) | +0 |

Familiar (you know the subject well) | -5 |

\*You must have some sort of connection to a creature of which you have no knowledge. |

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## Nightmare (Cont.)

|

Connection | will Save Modifier |

Likeness or picture | -2 |

Possession or garment | -4 |

Body part, lock of hair, bit of nail, etc. | -10 |

|

Dispel evil cast on the subject while you are casting the spell dispels the nightmare and causes you to be stunned for 10 minutes per caster level of the dispel evil.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance. (You always fail Reflex and Will saving throws, for example.) Creatures who don't sleep (such as outsiders) or dream are immune to this spell.

## Overland Flight

5

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

SOR / WIZ

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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## Pain Strike, Mass

5

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

SOR / WIZ

This spell works like pain strike, except as noted above.

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## Passwall

5

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (sesame seeds)  
Range - touch  
Effect - 5-ft.-by-8-ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels  
Duration - 1 hour/level  
Saving Throw - none; SR - no

SOR / WIZ

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single passwall simply makes a niche or short tunnel. Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends, creatures within the passage are ejected out the nearest exit. If someone dispels the passwall or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

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## Permanency

5

School - universal  
Casting Time - 2 rounds  
Components - V, S, M (see tables below)  
Range - see text  
Target - see text  
Duration - permanent; see text  
Saving Throw - none; SR - no

SOR / WIZ

This spell makes the duration of certain other spells permanent.

You first cast the desired spell and then follow it with the permanency spell.

Depending on the spell, you must be of a minimum caster level and must expend a specific gp value of diamond dust as a material component.

You can make the following spells permanent in regard to yourself.

Spell | Minimum Caster Level | GP Cost |

Arcane sight | 11th | 7,500 gp |

Comprehend languages | 9th | 2,500 gp |

Darkvision | 10th | 5,000 gp |

Detect magic | 9th | 2,500 gp |

Read magic | 9th | 2,500 gp |

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## Permanency (Cont.)

See invisibility | 10th | 5,000 gp |

Tongues | 11th | 7,500 gp |

You cannot cast these spells on other creatures. This application of permanency can be dispelled only by a caster of higher level than you were when you cast the spell.

In addition to personal use, permanency can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate).

Spell | Minimum Caster Level | GP Cost |

Enlarge person | 9th | 2,500 gp |

Magic fang | 9th | 2,500 gp |

Magic fang, greater | 11th | 7,500 gp |

Reduce person | 9th | 2,500 gp |

Resistance | 9th | 2,500 gp |

Telepathic bond\* | 13th | 12,500 gp |

\*Only bonds two creatures per casting of permanency. |

Additionally, the following spells can be cast upon objects or areas only and rendered permanent.

## Permanency (Cont.)

Spell | Minimum Caster Level | GP Cost |

Alarm | 9th | 2,500 gp |

Animate objects | 14th | 15,000 gp |

Dancing lights | 9th | 2,500 gp |

Ghost sound | 9th | 2,500 gp |

Gust of wind | 11th | 7,500 gp |

Invisibility | 10th | 5,000 gp |

Mage's private sanctum | 13th | 12,500 gp |

Magic mouth | 10th | 5,000 gp |

Phase door | 15th | 17,500 gp |

Prismatic sphere | 17th | 22,500 gp |

Prismatic wall | 16th | 20,000 gp |

Shrink item | 11th | 7,500 gp |

Solid fog | 12th | 10,000 gp |

Stinking cloud | 11th | 7,500 gp |

Symbol of death | 16th | 20,000 gp |

Symbol of fear | 14th | 15,000 gp |



## Permanency (Cont.)

Symbol of insanity | 16th | 20,000 gp |  
 Symbol of pain | 13th | 12,500 gp |  
 Symbol of persuasion | 14th | 15,000 gp |  
 Symbol of sleep | 16th | 20,000 gp |  
 Symbol of stunning | 15th | 17,500 gp |  
 Symbol of weakness | 15th | 17,500 gp |  
 Teleportation circle | 17th | 22,500 gp |  
 Wall of fire | 12th | 10,000 gp |  
 Wall of force | 13th | 12,500 gp |  
 Web | 10th | 5,000 gp |

Spells cast on other targets are vulnerable to dispel magic as normal. The GM may allow other spells to be made permanent.

## Planar Adaptation

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

Planar adaptation grants you immunity to the harmful environmental effects of a particular plane of existence, including such hazards as toxicity, extreme temperatures, and lack of air. Additionally, you gain energy resistance 20 to a single energy type prevalent on that plane (choose one if more than one type is equally prevalent). Planar adaptation has no when cast upon your native plane.

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## Persistent Image

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 - 1 min./level  
 Saving Throw - Will disbelief (if interacted with); SR - no

This spell functions like silent image, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

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## Phantasmal Web

School - illusion/phantasm  
 Casting Time - 1 standard action  
 Components - V, S  
 Range - medium (100 ft. + 10 ft./level)  
 Target - one creature/level, no two of which may be more than 30 ft. apart  
 Duration - 1 round/level (D)  
 Saving Throw - Will disbelief, then Fortitude partial; see text; SR - yes

You implant within the minds of your targets the illusion that they are engulfed in tangled webs teeming with swarms of tiny spiders. Those who fail to disbelieve the phantasmal web are treated as if in a web spell, but must also make a Fortitude save at the beginning of each turn or become nauseated for that round by the phantasmal spiders.

As the phantasmal web exists only in the minds of the targets, it cannot be burned or destroyed, and it provides no cover (though it does provide concealment) against attacks made by the targets. Targets cannot escape the phantasmal web by moving, even by teleportation. Freedom of movement allows unobstructed movement but does not negate the concealment or nausea effects.

Targets of the spell perceive everyone else around them to be engulfed in webs and swarming spiders, but the spell has no visible effect to other creatures (who may assist allies to disbelieve the effect).

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## Plague Carrier

School - necromancy  
 Casting Time - 1 standard action  
 Components - V, S  
 Range - touch  
 Target - creature touched  
 Duration - 1 hour/level  
 Saving Throw - Fortitude negates (harmless); SR - yes

The target's natural attacks carry filth fever (DC 10 + 1/2 of the creature's Hit Dice + creature's Con modifier)

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## Planar Binding, Lesser

School - conjuration/calling  
 Casting Time - 10 minutes  
 Components - V, S  
 Range - close (25 ft. + 5 ft./2 levels); see text  
 Target - one elemental or outsider with 6 HD or less  
 Duration - instantaneous  
 Saving Throw - Will negates; SR - no and yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a magic circle spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful Charisma check (DC 15 + 1/2 your caster level + your Charisma modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A dimensional anchor cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see magic circle against evil) to make

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## Planar Binding, Lesser (Cont.)

the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you ever roll a natural 1 on the Charisma check, the creature breaks free of the spell's effect and can escape or attack you.

Once the requested service is completed, the creature need only inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete through its own actions, the spell remains in effect for a maximum of 1 day per caster level, and the creature gains an immediate chance to break free (with the same chance to resist as when it was trapped). Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

## Plant Shape I

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 plant type (see the Pathfinder RPG Bestiary).

If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, constrict, grab, and poison. If the form you assume does not possess the ability to move, your speed is reduced to 5 feet and you lose all other forms of movement. If the creature has vulnerability to an element, you gain that vulnerability.

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

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

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## Polymorph

5

School - transmutation/polymorph  
Casting Time - 1 standard action  
Components - V, S, M (a piece of the creature whose form you choose)  
Range - touch  
Target - living creature touched  
Duration - 1 min/level  
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell transforms a willing creature into an animal, humanoid or elemental of your choosing; the spell has no effect on unwilling creatures, nor can the creature being targeted by this spell influence the new form assumed (apart from conveying its wishes, if any, to you verbally).

If you use this spell to cause the target to take on the form of an animal or magical beast, the spell functions as beast shape II. If the form is that of an elemental, the spell functions as elemental body I. If the form is that of a humanoid, the spell functions as alter self.

The subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject.

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## Possess Object

5

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, F (a gem or crystal worth at least 100 gp)  
Range - medium (100 ft. + 10 ft./level)  
Target - one object; see text  
Duration - 1 hour/level or until you return to your body

This spell functions as magic jar, except you transfer your mind to a single object, animating it as if using animate objects, except your mind controls the object as if it were your own body. You cannot speak or cast spells while possessing the object. Because your original body is effectively dead while under the effect of this spell, this temporarily suspends disease, poisons, and other afflictions affecting you.

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## Prying Eyes

5

School - divination  
Casting Time - 1 minute  
Components - V, S, M (a handful of crystal marbles)  
Range - 1 mile  
Effect - 10 or more levitating eyes  
Duration - 1 hour/level; see text  
Saving Throw - none; SR - no

You create a number of semitangible, visible magical orbs (called "eyes") equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with a +20 bonus on Fly skill checks and a +16 bonus on Stealth skill checks. It has a Perception modifier equal to your caster level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that affect your ability to receive visual information about your surroundings. An eye traveling in darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than 25 words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen

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## Prying Eyes (Cont.)

during its existence.

It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. Dispel magic can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

## Rapid Repair

5

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, DF  
Range - touch  
Target - construct touched  
Duration - 1 round/level  
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

The targeted construct gains fast healing 5. This does not stack with any fast healing the construct already has. Fast healing has no effect on a construct that has been brought to 0 hit points or destroyed.

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## Secret Chest

5

School - conjuration/summoning  
Casting Time - 10 minutes  
Components - V, S, F (the chest and its replica)  
Range - see text  
Target - one chest and up to 1 cu. ft. of goods/caster level  
Duration - 60 days or until discharged  
Saving Throw - none; SR - no

You hide a chest on the Ethereal Plane for as long as 60 days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails.

Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you.

The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail) so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane.

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## Secret Chest (Cont.)

You need the replica to recall the chest. After 60 days, there is a cumulative chance of 5% per day that the chest is irretrievably lost.

If the miniature of the chest is lost or destroyed, there is no way, even with a wish spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

## Seeming

5

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature per two levels, no two of which can be more than 30 ft. apart  
Duration - 12 hours  
Saving Throw - Will negates or Will disbelief (if interacted with); SR - yes or no; see text

This spell functions like disguise self, except that you can change the appearance of other people as well. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance.

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## Sending

5

School - evocation  
Casting Time - 10 minutes  
Components - V, S, M/DF (fine copper wire)  
Range - see text  
Target - one creature  
Duration - 1 round; see text  
Saving Throw - none; SR - no

You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)

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## Shadow Evocation

5

School - illusion/shadow  
Casting Time - 1 standard action  
Components - V, S  
Range - see text  
Effect - see text  
Duration - see text  
Saving Throw - Will disbelief (if interacted with); SR - yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower. Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a shadow evocation, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to shadow evocation's level (5th) rather than the spell's normal level.

Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their Will saves against this spell.

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## Smug Narcissism

5

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M (a tiny shard of a mirror)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - 10 minute/level (D)  
Saving Throw - Will negates; SR - yes

You cause your target to become overwhelmed by its own importance, talents, and attractiveness. The target cannot help but look at itself in every reflective surface at every possible opportunity. In social situations, the target always tries to comment about how attractive it is or how ugly someone else is by comparison. The target remains constantly distracted, always looking for a reflective surface to gaze upon (such as a mirror, pool of water, a polished shield, and so on). The distraction gives the target a -2 penalty on all skill checks. In combat, the target worries about enemies damaging its appearance, and focuses on defense rather than offense (casting defensive spells rather than offensive spells, using the fight defensively or total defense action, and so on).

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## Sonic Thrust

5

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

You produce a sweeping rush of sound that can hurl creatures or objects away from you, like the violent thrust version of telekinesis. You can hurl one object or creature per caster level (maximum 15) that is within range; it flies in a straight line away from you. Any objects of creatures thrown must be within 10 feet of each other. You can hurl a total weight of up to 25 pounds per caster level (maximum 375 pounds at 15th level).

You can use this spell to hurl an object or creature toward a particular target. 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 bard or sorcerer). Hurling 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 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 that fall within the weight capacity of the

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## Sonic Thrust (Cont.)

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

## Soothe Construct

5

School - abjuration  
Casting Time - 1 round  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one construct  
Duration - instantaneous  
Saving Throw - none; SR - no

You soothe the elemental spirit of a targeted construct, reducing its chance of going berserk by 1d4% per four caster levels (maximum 5d4%). If cast on a construct that has already gone berserk and you are its master, you may immediately roll d% to end the construct's berserk state, it returns to normal functioning, and its berserk chance returns to 0%.

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## Stoneskin, Communal

5

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M (granite and diamond dust worth 100 gp per creature affected)  
Range - touch  
Target - creatures touched  
Duration - 10 min./level or until discharged  
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like stoneskin, except you divide the duration in 10 minute intervals among the creatures touched. Once the spell has prevented 10 points of damage per caster level (maximum 150 points) for a subject, the spell's effects end for that subject.

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## Suffocation

5

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (a vial containing a bit of the caster's breath)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature  
Duration - 3 rounds  
Saving Throw - Fortitude partial; SR - yes

This spell extracts the air from the target's lungs, causing swift suffocation. The target can attempt to resist this spell's effects with a Fortitude save-if he succeeds, he is merely staggered for 1 round as he gasps for breath. If the target fails, he immediately begins to suffocate. On the target's next turn, he falls unconscious and is reduced to 0 hit points. One round later, the target drops to -1 hit points and is dying. One round after that, the target dies. Each round, the target can delay that round's effects from occurring by making a successful Fortitude save, but the spell continues for 3 rounds, and each time a target fails his Fortitude save, he moves one step further along the track to suffocation. This spell only affects living creatures that must breathe. It is impossible to defeat the effects of this spell by simply holding one's breath-if the victim fails the initial saving throw, the air in his lungs is extracted.

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## Summon Monster V

5

School - conjuration/summoning  
Casting Time - 1 round  
Components - V, S, F/DF (a tiny bag and a small candle)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - one summoned creature  
Duration - 1 round/level  
Saving Throw - none; SR - no

SOR / WIZ

This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

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## Summoner Conduit

5

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (two flies)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one summoned creature or eidolon  
Duration - 1 minute/level  
Saving Throw - Will negates; SR - yes

SOR / WIZ

You exploit the invisible, mystic connection between the target creature and its summoner to harm that summoner. Whenever the target's summoned creature is the target of a spell that deals damage, the target's summoner is also considered to be a target of that spell. Such a summoner gains his normal defenses against the spell, such as a saving throw and spell resistance, and cannot be affected if he is on another plane of existence.

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## Symbol of Pain

5

School - necromancy  
Casting Time - 10 minutes  
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)  
Range - 0 ft.; see text  
Effect - one symbol  
Duration - see text  
Saving Throw - Fortitude negates; SR - yes

SOR / WIZ

This spell functions like symbol of death, except that each creature within the radius of a symbol of pain instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol.

Unlike symbol of death, symbol of pain has no hit point limit; once triggered, a symbol of pain simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of pain are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of pain and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for symbol of pain.

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## Symbol of Scrying

5

School - divination/scrying  
Casting Time - 10 minutes  
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)  
Range - 0 ft.; see text  
Effect - one symbol  
Duration - see text  
Saving Throw - none; SR - no

SOR / WIZ

This spell functions as symbol of death, except that, when triggered, it creates a scrying sensor linked to you and centered on the symbol, even if you are on a different plane than the symbol. You are immediately aware that the symbol has been triggered if you are conscious, and are awakened from normal sleep if sleeping. The symbol does not otherwise disturb your concentration. You may observe the area through the symbol as if using a scrying spell with the sensor as the target creature. Once triggered, the symbol remains active for 10 minutes per caster level.

Unlike symbol of death, a symbol of scrying is not considered a magical trap. Symbol of scrying can be made permanent with a permanency spell by a caster of 13th level or higher for the cost of 10,000 gp.

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## Symbol of Sleep

5

School - enchantment/compulsion  
Casting Time - 10 minutes  
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)  
Range - 0 ft.; see text  
Effect - one symbol  
Duration - see text  
Saving Throw - Will negates; SR - yes

SOR / WIZ

This spell functions like symbol of death, except that all creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for 3d6 x 10 minutes. Unlike with the sleep spell, sleeping creatures cannot be awakened by nonmagical means before this time expires.

Unlike symbol of death, symbol of sleep has no hit point limit; once triggered, a symbol of sleep simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of sleep are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of sleep and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for symbol of sleep.

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## Symbol of Striking

5

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

SOR / WIZ

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

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

SOR / WIZ

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).

## Telepathic Bond

5

School - divination  
Casting Time - 1 standard action  
Components - V, S, M (two eggshells from two different creatures)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - you plus one willing creature per three levels, no two of which can be more than 30 ft. apart  
Duration - 10 min./level  
Saving Throw - none; SR - no

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

Telepathic bond can be made permanent with a permanency spell, though it only bonds two creatures per casting of permanency.

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## Teleport

5

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 |

## Transmute Mud to Rock

5

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (sand, lime, and water)  
Range - medium (100 ft. + 10 ft./level)  
Area - up to two 10-ft. cubes/level  
Duration - permanent  
Saving Throw - see text; SR - no

This spell permanently transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral).

Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone.

Transmute mud to rock counters and dispels transmute rock to mud.

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## Transmute Rock to Mud

5

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (clay and water)  
Range - medium (100 ft. + 10 ft./level)  
Area - up to two 10-ft. cubes/level  
Duration - permanent; see text  
Saving Throw - see text; SR - no

This spell turns natural, uncut, or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on attack rolls and AC. Brush or similar material thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If transmute rock to mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the targeted area, or half damage to those who succeed on Reflex saves.

Castles and large stone buildings are generally immune to the effect of the spell, since transmute rock to mud can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon

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## Transmute Rock to Mud (Cont.)

foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful dispel magic or transmute mud to rock spell restores its substance-but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Transmute rock to mud counters and dispels transmute mud to rock.



## Treasure Stitching

5

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (a piece of embroidered cloth no larger than 10-ft. square worth 100 gp)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - all objects on cloth  
Duration - 1 day/level (D)  
Saving Throw - Fortitude negates (object); SR - yes (object)

You can transform all objects placed on a cloth into an embroidered, two-dimensional representation, making it easy for you to store and transport the items. You can pile any amount or weight of objects on the cloth so long as the pile stays within the dimensions of the cloth (up to a 10-foot cube).

When you cast the spell the entire pile disappears into the cloth, replaced by a highly accurate, sewn picture of the pile from whatever angle you wish. The cloth retains its normal weight and dimensions. You can restore the pile of objects at any time as a full-round action by unfurling the cloth and ordering the spell to end, consuming the cloth. Anyone else wishing to restore the objects must successfully dispel your spell. If the cloth is destroyed or significantly damaged, all objects held within the cloth are lost. This spell cannot affect artifacts or other sorts of similarly unique objects.

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

## Unbreakable Construct

5

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M (powdered adamantine worth 100 gp)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one construct  
Duration - 1 round/level  
Saving Throw - Will negates (harmless); SR - no

This spell increases the target's DR/adamantine by 5 or its hardness by 5. If the target does not have DR/adamantine or hardness, this spell has no effect.

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

## Undead Anatomy II

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 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

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

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 Sound

5

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

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.

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## Wall Of Stone

5

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.



## Waves of Fatigue

5

School - necromancy  
Casting Time - 1 standard action  
Components - V, S  
Range - 30 ft.  
Area - cone-shaped burst  
Duration - instantaneous  
Saving Throw - none; SR - yes

SOR / WIZ

Waves of negative energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is already fatigued.

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## Wreath of Blades

5

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)

SOR / WIZ

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.

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## Acid Fog

6

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

SOR / WIZ

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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## Age Resistance

6

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - personal  
Target - you  
Duration - 24 hours

SOR / WIZ

This spell functions as lesser age resistance, except you ignore the Strength, Dexterity, and Constitution penalties gained at middle age and old age.

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## Analyze Dweomer

6

School - divination  
Casting Time - 1 standard action  
Components - V, S, F (a ruby and gold lens worth 1,500 gp)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one object or creature per caster level  
Duration - 1 round/level  
Saving Throw - none or Will negates; see text; SR - no

SOR / WIZ

You can observe magical auras. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions (including any curse effects), how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other analyze dweomer spells for 24 hours.

Analyze dweomer does not function when used on an artifact.

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## Antimagic Field

6

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M/DF (pinch of powdered iron or iron filings)  
Range - 10 ft.  
Area - 10-ft.-radius emanation, centered on you  
Duration - 10 min./level (D)  
Saving Throw - none; SR - see text

SOR / WIZ

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities.

Likewise, it prevents the functioning of any magic items or spells within its confines.

An antimagic field suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it.

Time spent within an antimagic field counts against the suppressed spell's duration.

Summoned creatures of any type wink out if they enter an antimagic field. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast antimagic field in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out.

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## Antimagic Field (Cont.)

(The effects of instantaneous conjurations are not affected by an antimagic field because the conjuration itself is no longer in effect, only its result.) A normal creature can enter the area, as can normal missiles.

Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities may be temporarily nullified by the field.

Dispel magic does not remove the field.

Two or more antimagic fields sharing any of the same space have no effect on each other. Certain spells, such as wall of force, prismatic sphere, and prismatic wall, remain unaffected by antimagic field.

Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

## Battlemind Link

6

School - divination  
Casting Time - 1 standard action  
Components - V, S  
Range - personal and close (25 ft. + 5 ft./2 levels)  
Target - you and 1 ally  
Duration - 1 minute/level  
Saving Throw - Will negates (harmless); SR - yes (harmless)

SOR / WIZ

You fuse your thoughts with an ally's, allowing the two of you to fight in tandem, perfectly coordinated. You and the ally each roll initiative in combat and use the higher die result before adding modifiers. This has three effects.

**Melee:** If you both make melee attacks against the same creature, you both make attack rolls and both use the higher of the two dice for your attack rolls (plus bonuses).

**Ranged:** If you both make ranged attacks against the same creature, you both make attack rolls and both use the higher of the two dice for your attack roll (plus bonuses).

**Spell:** If you both cast spells and target the same area or same creature, affected creatures take a -2 penalty on their saving throw against the spells.

You and the target lose these benefits if you cannot see each other or if you or the target is unconscious or helpless.

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## Bear's Endurance, Mass

6

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

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, 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.

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## Bull's Strength, Mass

6

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

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

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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## Circle Of Death

6

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (a crushed black pearl worth 500 gp)  
Range - medium (100 ft. + 10 ft./level)  
Area - several living creatures within a 40-ft.-radius burst  
Duration - instantaneous  
Saving Throw - Fortitude negates; SR - yes

Circle of death snuffs out the life force of living creatures, killing them instantly. The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and HD that are not sufficient to affect a creature are wasted.

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## Cloak of Dreams

6

School - enchantment/compulsion  
Casting Time - 1 round  
Components - V, S, M (a rose petal and a drop of perfume)  
Range - 5 ft.  
Area - 5-ft.-radius emanation centered on you  
Duration - 1 round/level (D)  
Saving Throw - Will negates; SR - yes

You are surrounded by a soporific aroma that causes living creatures that begin their turn or end their movement within 5 feet of you to fall asleep for 1 minute. Creatures must save each time they begin their turn or end their movement within the cloak of dreams, even if they have previously saved against the effect. Sleeping creatures are helpless but can be awakened with a standard action or after being wounded.

Creatures with the scent special quality have a -4 penalty on their saves.

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## Cold Ice Strike

6

School - evocation  
Casting Time - 1 swift action  
Components - V, S  
Range - 30 ft.  
Area - 30-ft. line  
Duration - instantaneous  
Saving Throw - Reflex half; SR - yes

SOR / WIZ

You create a shredding flurry of ice slivers, which blast from your hand in a line. The line deals 1d6 points of cold damage per caster level (maximum 15d6).

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## Conjure Black Pudding

6

School - conjuration/summoning  
Casting Time - 1 round  
Components - V, S, M (a flask of acid worth 10 gp)  
Range - close (25 ft. + 5 ft./2 level)  
Effect - one summoned black pudding  
Duration - 1 round/level (D)  
Saving Throw - none; SR - no

SOR / WIZ

You summon a black pudding (Bestiary 35) that immediately attacks creatures near it. You have no control over the creature, and it may attack you if there are no more obvious opponents. The black pudding is treated as a summoned creature and has the extraplanar subtype. The black pudding's split ability works normally, but all puddings derived from the summoned one disappear when the spell ends.

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## Contagion, Greater

6

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

SOR / WIZ

This spell functions as contagion, except the victim cannot overcome the disease without magic-making the required number of saves does not cure it. The DC to remove the disease with magic is equal to the save DC + 5.

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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

SOR / WIZ

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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## Contingency

6

School - evocation  
Casting Time - at least 10 minutes; see text  
Components - V, S, M (quicksilver and an eyelash of a spell-using creature), F (ivory statuette of you worth 1,500 gp)  
Range - personal  
Target - you  
Duration - 1 day/level (D) or until discharged

SOR / WIZ

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting contingency.

The contingency spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead. You must pay any costs associated with the companion spell when you cast contingency.

The spell to be brought into effect by the contingency must be one that affects your person and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level).

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the contingency immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur.

If complicated or convoluted conditions are prescribed, the whole spell combination (contingency and the

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## Contingency (Cont.)

companion magic) may fail when triggered. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to.

You can use only one contingency spell at a time; if a second is cast, the first one (if still active) is dispelled.

## Control Water

6

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (a pinch of dust for lower water or a drop of water for raise water)  
Range - long (400 ft. + 40 ft./level)  
Area - water in a volume of 10 ft./level by 10 ft./level by 2 ft./level  
Duration - 10 min./level  
Saving Throw - none; see text; SR - no

SOR / WIZ

This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas.

**Lower Water:** This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell (Will negates). The spell has no effect on other creatures.

**Raise Water:** This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of

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## Control Water (Cont.)

the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.



## Create Undead

6

School - necromancy  
Casting Time - 1 hour  
Components - V, S, M (a clay pot filled with grave dirt and an onyx gem worth at least 50 gp per HD of the undead to be created)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one corpse  
Duration - instantaneous  
Saving Throw - none; SR - no

A much more potent spell than animate dead, this evil spell allows you to infuse a dead body with negative energy to create more powerful sorts of undead: ghouls, ghosts, mummies, and mohrgs. The type or types of undead you can create are based on your caster level, as shown on the table below.

Caster Level | Undead Created |

11th or lower | Ghoul |

12th-14th | Ghost |

15th-17th | Mummy |

18th or higher | Mohrg |

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night.

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## Curse, Major

6

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

This spell functions as bestow curse, except the DC to remove the curse is equal to the save DC + 5.

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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

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

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.

## Eagle's Splendor, Mass

6

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (feathers or droppings from an eagle)  
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

This spell functions like eagle's splendor, except that it affects multiple creatures.

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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

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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## Enemy Hammer

6

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (puppet strings)  
Range - long (400 ft. + 40 ft./level)  
Target - one creature  
Duration - 1 round/level (D)  
Saving Throw - Fortitude partial; SR - yes

You grab a creature with telekinesis and use it to batter nearby opponents or objects. You must target a specific creature when casting this spell and once you select that creature you cannot switch to another. Each round, as a standard action, you can attempt to hurl the target at any creature or object within 30 feet of it. You must make an attack roll whenever you use the target as a weapon. The attack bonus for this attack is equal to your caster level plus either your Intelligence or Charisma modifier (whichever is higher). If you successfully hit the new target with the creature both it and the creature take damage based on the creature's size.

Creature Size | Damage Dealt |

Fine | 1d4 |

Diminutive | 1d6 |

Tiny | 1d8 |

Small | 1d10 |

Medium | 2d6 |

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## Enemy Hammer (Cont.)

Large | 2d8 |  
Huge | 2d10 |  
Gargantuan | 3d6 |  
Colossal | 3d8 |

The target creature can make a Fortitude saving throw each time you attempt to use it as a weapon. If it makes its saving throw it can act normally, but if it fails its save it loses all actions for the round and ends its turn prone in a square adjacent to the target of your attack. However, if the creature chooses to resist your efforts to move it, taking no other actions for the round, it gets a +4 circumstance bonus on its saving throw. The spell ends immediately if the target creature dies or is destroyed.

## Energy Siege Shot, Greater

6

School - transmutation  
Casting Time - 10 minutes  
Components - V, S, M (a ball of pitch)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one siege engine of any size  
Duration - 10 minute/level  
Saving Throw - Fortitude negates (harmless, object); SR - yes (harmless/object)

This spell functions like energy shot, except it can target siege engines of any size, not just Large siege engines.

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## Envious Urge

6

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
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

You fill creatures with feelings of seething envy. Affected targets turn upon the nearest creature (whether an ally or enemy) and attempt to disarm it of a valuable weapon, steal something it is holding, or grapple it and strip it of something it prizes (your choice). Affected targets can attempt a new Will save each round as a free action to end this effect.

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## Eyebite

6

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

Each round, you can target a single living creature, striking it with waves of power. Depending on the target's HD, this attack has as many as three effects. hd | Effect |

10 or more | Sickened |

5-9 | Panicked, sickened |

4 or less | Comatose, panicked, sickened |

The effects are cumulative and concurrent. Sickened: Sudden pain and fever sweeps over the subject's body. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a remove disease or heal spell, but a remove curse is effective. Panicked: The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect. Comatose: The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a sleep effect, and thus elves are not immune to it. You must spend a swift action each round after the first to target a foe.

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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

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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## Fluid Form

6

School - transmutation  
Casting Time - 1 standard action  
Components - S, M (a mixture of oil and water)  
Range - personal  
Target - you  
Duration - 1 minute/level

When you cast this spell, your body takes on a slick, oily appearance. For the duration of this spell, your form can stretch and shift with ease and becomes slightly transparent, as if you were composed of liquid. This transparency is not enough to grant concealment. You gain DR 10/slashing and your reach increases by 10 feet. In addition, you can pass through small holes or narrow openings, even mere cracks, with anything you were carrying at the time the spell was cast (except other creatures). Finally, you can move through water with a swim speed of 60 feet and can breathe both water and air for the duration of this effect. You are treated as if you had the water subtype while this spell is in effect.

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## Forceful Hand

6

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

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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## Fox's Cunning, Mass

6

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (hairs or dung from a fox)  
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

This spell functions like fox's cunning, except that it affects multiple creatures.

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## Freezing Sphere

6

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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## Geas/Quest

6

School - enchantment/compulsion  
Casting Time - 10 minutes  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature  
Duration - 1 day/level or until discharged  
Saving Throw - none; SR - yes

This spell functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw.

If the subject is prevented from obeying the geas/quest for 24 hours, it takes a -3 penalty to each of its ability scores. Each day, another -3 penalty accumulates, up to a total of -12. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the geas/quest.

A remove curse spell ends a geas/quest spell only if its caster level is at least two higher than your caster level. Break enchantment does not end a geas/quest, but limited wish, miracle, and wish do.

Bards, sorcerers, and wizards usually refer to this spell as geas, while clerics call the same spell quest.

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## Getaway

6

School - conjuration/teleportation  
Casting Time - 1 minute  
Components - V, S, M (a brass doorknob)  
Range - unlimited  
Target - you and one willing creature/2 levels, all of which must be within 30 feet of you  
Duration - 1 hour/level  
Saving Throw - none; SR - no

Getaway teleports you and allies you designate at the time of casting to a predetermined location. You must initially cast the spell at that location—all creatures affected by the spell must be present at that time and within 30 feet of you. At any time before the spell's duration expires, you may trigger the spell as a swift action. At this time, all affected creatures (or their remains and gear) within 30 feet of you are teleported to the location where you first cast the spell. Creatures more than 30 feet away from you are left behind. Selected creatures within 30 feet of you who do not wish to travel with you at that time can simply choose not to go. You can be transported any distance within a plane but cannot travel between planes.

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## Globe Of Invulnerability

6

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M (a glass or crystal bead)  
Range - 10 ft.  
Area - 10-ft.-radius spherical emanation, centered on you  
Duration - 1 round/level (D)  
Saving Throw - none; SR - no

This spell functions like lesser globe of invulnerability, except that it also excludes 4th-level spells and spell-like effects.

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## Guards and Wards

6

School - abjuration  
Casting Time - 30 minutes  
Components - V, S, M (burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood), F (a small silver rod)  
Range - anywhere within the area to be warded  
Area - up to 200 sq. ft./level  
Duration - 2 hours/level  
Saving Throw - see text; SR - see text

This powerful spell is primarily used to defend a stronghold or fortress by creating a number of magical wards and effects. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

**Fog:** Fog fills all corridors, obscuring 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 cannot use sight to locate the target). Saving Throw: none. Spell Resistance: no.

**Arcane Locks:** All doors in the warded area are arcane locked.

**Saving Throw:** none. **Spell Resistance:** no.

**Webs:** Webs fill all stairs from top to bottom. These strands are identical with those created by the web

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## Guards and Wards (Cont.)

spell, except that they regrow in 10 minutes if they are burned or torn away while the guards and wards spell lasts. Saving Throw: Reflex negates; see text for web. Spell Resistance: no.

**Confusion:** Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is a mind-affecting effect. Saving Throw: none. Spell Resistance: yes.

**Lost Doors:** One door per caster level is covered by a silent image to appear as if it were a plain wall. Saving Throw: Will disbelief (if interacted with). Spell Resistance: no.

In addition, you can place your choice of one of the following five magical effects.

1. Dancing lights in four corridors. You can designate a simple program that causes the lights to repeat as long as the guards and wards spell lasts. Saving Throw: none. Spell Resistance: no.

2. A magic mouth in two places. Saving Throw: none. Spell Resistance: no.

3. A stinking cloud in two places. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the guards and wards spell lasts. Saving Throw: Fortitude negates; see text for stinking cloud. Spell Resistance: no.

4. A gust of wind in one corridor or room. Saving Throw:

## Guards and Wards (Cont.)

Fortitude negates. Spell Resistance: yes.

5. A suggestion in one place. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the suggestion mentally. Saving Throw: Will negates.

**Spell Resistance:** yes.

The whole warded area radiates strong magic of the abjuration school. A dispel magic cast on a specific effect, if successful, removes only that effect. A successful mage's disjunction destroys the entire guards and wards effect.



## Heroism, Greater

6

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

SOR / WIZ

This spell functions like heroism, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

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## Ice Crystal Teleport

6

School - conjuration/teleportation  
Casting Time - 1 standard action  
Components - V  
Range - long (400 ft. + 40 ft./level)  
Target - one creature  
Duration - 1d4 rounds and instantaneous  
Saving Throw - Will negates; SR - yes

SOR / WIZ

This spell functions as teleport, except you use it to teleport yourself or one other creature to a safe location you specify (the target can bring along objects as long as their weight doesn't exceed the target's heavy load). You can only send the target to a location with which you are very familiar. The target is first trapped in ice (hardness 0, 3 hit points per inch of thickness, 1 inch thick per caster level) for 1d4 rounds, during which time it is paralyzed, aware but unable to take any physical actions, and begins to fade away as the teleportation aspect takes effect. At the end of the 1d4 rounds, the target teleports to the specified location, and the ice's hit points drop to 0 and it quickly melts away. If the ice is destroyed before the target teleports, the spell ends and the teleport doesn't occur.

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## Leashed Shackles

6

School - evocation  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. +10 ft./level)  
Target - one creature  
Duration - 1 minute/level  
Saving Throw - Reflex negates; SR - yes

SOR / WIZ

You create shackles of force that attach to the target's limbs. You designate an object or location within 30 feet of the target for the shackles to anchor themselves to; this must be the ground, a wall, or a sturdy structure for the anchoring to occur. The target is entangled, and cannot move more than 30 feet from the anchor point of the spell. The shackle itself cannot be attacked (though it can be dispelled), but if the object or area it is attached to is broken, the target is free to move away (though it is still entangled).

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## Legend Lore

6

School - divination  
Casting Time - see text  
Components - V, S, M (incense worth 250 gp), F (four pieces of ivory worth 50 gp each)  
Range - personal  
Target - you  
Duration - see text

SOR / WIZ

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 x 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better legend lore result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better legend lore result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

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## Mage's Lucubration

6

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

SOR / WIZ

You instantly prepare any one spell of 5th level or lower that you have used during the past 24 hours. The spell must have been actually cast during that period. The chosen spell is stored in your mind as through prepared in the normal fashion.

If the recalled spell requires material components, you must provide them. The recovered spell is not usable until the material components are available.

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## Mislead

6

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

SOR / WIZ

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

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)

SOR / WIZ

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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## Move Earth

6

School - transmutation  
Casting Time - see text  
Components - V, S, M (clay, loam, sand, and an iron blade)  
Range - long (400 ft. + 40 ft./level)  
Area - dirt in an area up to 750 ft. square and up to 10 ft. deep (S)  
Duration - instantaneous  
Saving Throw - none; SR - no

SOR / WIZ

Move earth moves dirt (clay, loam, sand, and soil), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

In no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground.

Instead, it creates wavelike crests and troughs, with the earth reacting with glacial fluidity until the desired result is achieved.

Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

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## Named Bullet, Greater

6

School - divination  
Casting Time - 1 standard action  
Components - V, S, M/DF (an item from the selected creature or creature type)  
Range - touch  
Target - one piece of ammunition or one thrown weapon  
Duration - 10 minutes/level or until discharged  
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

This spell functions like named bullet, except it deals 2 extra points of damage per caster level (maximum 40).

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## Owl's Wisdom, Mass

6

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (feathers or droppings from an owl)  
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

This spell functions like owl's wisdom, except that it affects multiple creatures.

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## Permanent Image

6

School - illusion/figment  
Casting Time - 1 standard action  
Components - V, S, F (a bit of fleece)  
Range - long (400 ft. + 40 ft./level)  
Effect - figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)  
Duration - permanent  
Saving Throw - Will disbelief (if interacted with); SR - no

This spell functions like silent image, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

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## Planar Binding

6

School - conjuration/calling  
Casting Time - 10 minutes  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels); see text  
Target - up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear  
Duration - instantaneous  
Saving Throw - Will negates; SR - no and yes; see text

This spell functions like lesser planar binding, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12. Each creature gets a saving throw, makes an independent attempt to escape, and must be individually persuaded to aid you.

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## Plant Shape II

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 min./level

This spell functions as plant shape I except that it also allows you to assume the form of a Large creature of the plant type. 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.

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

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## Programmed Image

6

School - illusion/figment  
Casting Time - 1 standard action  
Components - V, S, M (fleece and jade dust worth 25 gp)  
Range - long (400 ft. + 40 ft./level)  
Effect - visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)  
Duration - permanent until triggered, then 1 round/level  
Saving Throw - Will disbelief (if interacted with); SR - no

This spell functions like silent image, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. See magic mouth for more details about such triggers.

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## Repulsion

6

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, F/DF (a pair of canine statuettes worth 50 gp)  
Range - up to 10 ft./level  
Area - up to 10-ft.-radius/level emanation centered on you  
Duration - 1 round/level  
Saving Throw - Will negates; SR - yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons.

If you move closer to an affected creature, nothing happens. The creature is not forced back. The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

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## Serenity

6

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
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

You fill the targets' minds with feelings of tranquility. Those attempting to commit violence become stricken with wracking pain and take 3d6 points of nonlethal damage each round they attempt to harm another creature. If attacked, affected individuals can defend themselves and may participate in combat by using Combat Expertise, fighting defensively, or taking the total defense action without triggering the spell's nonlethal damage.

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## Shadow Walk

6

School - illusion/shadow  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - up to one touched creature/level  
Duration - 1 hour/level  
Saving Throw - Will negates; SR - yes

To use the shadow walk spell, you must be in an area of dim light. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying.

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## Shadow Walk (Cont.)

Furthermore, when the spell effect ends, you are shunted 1d10 x 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10 x 1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when shadow walk is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

## Sirocco

6

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

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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## Suggestion, Mass

6

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, M (a snake's tongue and a honeycomb)  
Range - medium (100 ft. + 10 ft./level)  
Target - one creature/level, no two of which can be more than 30 ft. apart  
Duration - 1 hour/level or until completed  
Saving Throw - Will negates; SR - yes

This spell functions like suggestion, except that it can affect more creatures. The same suggestion applies to all these creatures.

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## Summon Monster VI

6

School - conjuration/summoning  
Casting Time - 1 round  
Components - V, S, F/DF (a tiny bag and a small candle)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - one summoned creature  
Duration - 1 round/level  
Saving Throw - none; SR - no

This spell functions like summon monster I, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

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## Symbol of Fear

6

School - necromancy  
Casting Time - 10 minutes  
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)  
Range - 0 ft.; see text  
Effect - one symbol  
Duration - see text  
Saving Throw - Will negates; SR - yes

This spell functions like symbol of death, except that all creatures within 60 feet of the symbol of fear instead become panicked for 1 round per caster level.

Note: Magic traps such as symbol of fear are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of fear and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of fear.

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## Symbol of Persuasion

6

School - enchantment/charm  
Casting Time - 10 minutes  
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)  
Range - 0 ft.; see text  
Effect - one symbol  
Duration - see text  
Saving Throw - Will negates; SR - yes

This spell functions like symbol of death, except that all creatures within the radius of a symbol of persuasion instead become charmed by the caster (as the charm monster spell) for 1 hour per caster level.

Unlike symbol of death, symbol of persuasion has no hit point limit; once triggered, a symbol of persuasion simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of persuasion are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of persuasion and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of persuasion.

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## Symbol of Sealing

6

School - abjuration  
Casting Time - 10 minutes  
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 5,000 gp)  
Range - 0 ft.; see text  
Effect - one symbol  
Duration - permanent  
Saving Throw - none; SR - no

This spell allows you to scribe a potent rune of power upon or above a door or other opening measuring no more than 20 square feet/level in size. When the casting is completed, the symbol immediately triggers, glowing visibly and sealing the door or opening with an invisible barrier of force equivalent to a wall of force. Destroying the symbol ends the effect, though destroying it once the symbol has been activated requires destroying the wall of force first. Once triggered, the wall remains for 10 minutes per caster level.

When scribing a symbol of sealing, you can specify a password or phrase that allows a creature speaking it to bypass the seal and pass through the opening. You can also attune any number of creatures to the symbol of sealing, but doing this extends the casting time as described under symbol of death (Core Rulebook 355). However, the force wall created by the symbol blocks attacks and line of effect even for creatures that know the password or are attuned; the password only prevents them from triggering the symbol, not from ignoring its effects if triggered.

A disintegrate spell or similar effect can destroy the wall of force created by the symbol if the caster makes a caster level check against a DC of 11 + your caster level. A knock spell has no effect on a symbol of sealing or its force wall. A symbol of sealing cannot be dispelled, but mage's disjunction automatically destroys it.

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## Tar Pool

6

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (a ball of hardened tar)  
Range - close (25 ft. + 5 ft./2 levels)  
Area - 20-ft.-radius burst  
Duration - 1 round/level  
Saving Throw - Reflex partial, see text; SR - no

You convert a layer of the ground to hot tar. Creatures in the area when the tar appears take 1d6 points of fire damage per two caster levels (maximum of 10d6) and must succeed at a Reflex save or become entangled. An entangled creature receives a saving throw each round to free itself from the tar, and can also attempt to free itself by spending a move action to attempt a Strength check or Escape Artist check (DC = spell saving throw DC). It costs 2 squares of movement to enter a square in the area of effect, and the DC of Acrobatics checks within the area of effect increases by 5. The area is difficult terrain. A creature that moves into or starts its turn in the area takes 2d6 points of fire damage and must reattempt this Reflex save or become entangled. A creature that falls prone in the area takes a -4 penalty on its Reflex save against the tar and on Strength and Escape Artist checks to escape the tar. A creature that escapes the tar still takes fire damage from the tar until the spell ends or that creature spends a full-round action removing the tar. A creature with tar on it takes a -4 penalty on Acrobatics and Fly checks made to fly with wings or similar appendages.

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## Transformation

6

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)

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)

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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## Undeath to Death

6

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M/DF (diamond powder worth 500 gp)  
Range - medium (100 ft. + 10 ft./level)  
Area - several undead creatures within a 40-ft.-radius burst  
Duration - instantaneous  
Saving Throw - Will negates; SR - yes

This spell functions like circle of death, except that it destroys undead creatures as noted above.

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## Unwilling Shield

6

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (ruby dust worth 250 gp)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - 1 round/level (D)  
Saving Throw - Will negates; SR - yes

Like shield other, unwilling shield creates a mystic connection between you and the target, but unlike shield other, the target shares the wounds that you receive. In addition, the link draws upon the target's life force to supplement your own defenses. You gain a +1 luck bonus to AC and on saving throws. You take only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by you is taken by the target. Forms of harm that do not involve hit points, such as charm effects, ability damage, level draining, and death effects are not affected. If you take a reduction in hit points from a lowered Constitution score, the reduction is not split with the target because it is not hit point damage.

When the spell ends, subsequent damage is no longer divided between you and the subject, but damage already split is not assigned to you.

If you and the target of the spell move out of range of each other, the spell remains active, but damage is no longer shared until you are once again within range of each other.

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## Utter Contempt

6

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

You fill the target's heart with malice for all other creatures.

The target's attitude toward all creatures other than itself worsens by two steps.

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## Veil

6

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S  
Range - long (400 ft. + 40 ft./level)  
Target - one or more creatures, no two of which can be more than 30 ft. apart  
Duration - concentration + 1 hour/level  
Saving Throw - Will negates; see text; SR - yes; see text

SOR / WIZ

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the glamor, but spell resistance doesn't help.

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## Vengeful Outrage

6

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

SOR / WIZ

You place a magical command upon a creature to seek out and destroy a single enemy that has inflicted some perceived or actual harm to the target. You designate the enemy at the time of casting, which must be known by the target (such as "your brother's murderer") or can easily identify by sight (such as "the hill giant king"). The target is under the effect of a geas to find and capture or kill this enemy, and the target takes the penalties of that spell as long as it is not actively trying to reach the enemy. When the target enters combat with the enemy, it gains a +6 morale bonus to Strength and Constitution, a +3 morale bonus on Will saves, and is immune to the shaken and frightened conditions.

If you designate one of the target's friends or loved ones as the enemy, the target gains another saving throw to overcome the spell as soon as it enters combat with the enemy.

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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

SOR / WIZ

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.

## Age Resistance, Greater

7

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - personal  
Target - you  
Duration - 24 hours

SOR / WIZ

This spell functions as lesser age resistance, except you ignore all Strength, Dexterity, and Constitution penalties gained from middle age, old age, and venerable age.

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## Arcane Cannon

7

School - transmutation  
Casting Time - 1 round  
Components - V, S, F (an ornate miniature cannon forged with a drop of your blood that costs 5,000 gp)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - one magically animated cannon  
Duration - 1 round/level  
Saving Throw - none; SR - no

SOR / WIZ

Your focus becomes a Medium arcane cannon that appears in an unoccupied square within the spell's range. If no unoccupied square is within range, the spell fails. The cannon comes into existence loaded. Each round thereafter, the cannon can either fire or load. A cannon must be loaded to fire. You do not need to supply ammunition for the cannon.

On your turn, you can spend a move action to direct the cannon to wheel itself to a new location, moving the cannon up to 20 feet. If the arcane cannon ever leaves your line of sight, it winks out of existence, and the spell's duration ends.

The cannon has a range increment of 50 feet. It targets touch attack in the first range increment, and it has no misfire chance.

The cannon acts as a weapon with the conductive special weapon ability (see page 286 of the Advanced Player's Guide), which you can use to channel your spell-like or supernatural abilities as long as you are within the range of arcane cannon. The cannon's attack bonus is equal to your caster level + your Intelligence bonus or your Charisma bonus (for wizards or

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## Arcane Cannon (Cont.)

sorcerers, respectively) with an additional +1 per four caster levels (maximum +5 at 20th level). On a hit, the cannon deals 4d10 damage. The arcane cannon attacks have a critical modifier of x4.

The cannon has AC 10, hardness 10, and 80 hit points. If the cannon is subject to a spell or effect that requires a save, it uses your saving throw modifiers. The cannon never provokes attacks of opportunity. If the cannon is destroyed, so is your focus.

## Arcane Sight, Greater

7

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

SOR / WIZ

This spell functions like arcane sight, except that you automatically know which spells or magical effects are active upon any individual or object you see.

Unlike arcane sight, this spell cannot be made permanent with a permanency spell.

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## Banishment

7

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, F (see text)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one or more extraplanar creatures, no two of which can be more than 30 ft. apart  
Duration - instantaneous  
Saving Throw - Will negates; SR - yes

A banishment spell is a more powerful version of the dismissal spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's Spell Resistance (if any), and the saving throw DC increases by 2.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against Spell Resistance and increasing the save DC by 4).

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## Caustic Eruption

7

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S  
Range - 30 ft.  
Area - 30-ft.-radius burst  
Duration - instantaneous and 2 rounds; see text  
Saving Throw - Reflex half (see text); SR - no

Acid erupts from your space in all directions, causing 1d6 points of damage per caster level (maximum 20d6) to creatures and unattended objects in the area. On your turn in each of the next 2 rounds, creatures and objects that failed their saves against the initial burst take an additional 1d6 points of acid damage per 2 caster levels (maximum 10d6) unless the acid is neutralized, dispelled, or washed away.

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## Circle Of Clarity

7

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, F (a crystal lens worth 100 gp)  
Range - medium (100 ft. + 10 ft./level)  
Effect - 20-ft.-radius emanation centered on a creature, object, or point in space  
Duration - 1 round/level (D)  
Saving Throw - Will negates (harmless); SR - yes (harmless)

You create a magical emanation that interferes with all figments and glamers within it, giving creatures a +4 bonus on saving throws to recognize them as illusions. The emanation negates concealment less than total concealment within the area. Perception checks to notice creatures or objects within the area gain a bonus equal to half your caster level (maximum +10). The spell is stationary if cast on a point in space. It is mobile if centered on a creature or object, though creatures or attended objects can negate the spell with a saving throw or spell resistance.

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## Control Construct

7

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one construct  
Duration - concentration  
Saving Throw - none (see text); SR - no

You wrest the control of a construct from its master. For as long as you concentrate, you can control the construct as if you were its master. You must make a Spellcraft check each round to maintain control. The DC of the Spellcraft check is (10 + the construct's HD). If the construct's creator or master is present and trying to control the construct, you both must make opposed Spellcraft checks each round to control the construct.

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## Control Undead

7

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (a piece of bone and a piece of raw meat)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - up to 2 HD/level of undead creatures, no two of which can be more than 30 ft. apart  
Duration - 1 min./level  
Saving Throw - Will negates; SR - yes

This spell enables you to control undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible, the controlled undead do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Intelligent undead creatures remember that you controlled them, and they may seek revenge after the spell's effects end.

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## Control Weather

7

School - transmutation  
Casting Time - 10 minutes; see text  
Components - V, S  
Range - 2 miles  
Area - 2-mile-radius circle, centered on you; see text  
Duration - 4d12 hours; see text  
Saving Throw - none; SR - no

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in. You can also use this spell to cause the weather in the area to become calm and normal for the season.

Season | Possible Weather |

Spring | Tornado, thunderstorm, sleet storm, or hot weather |

Summer | Torrential rain, heat wave, or hailstorm |

Autumn | Hot or cold weather, fog, or sleet |

Winter | Frigid cold, blizzard, or thaw |

Late winter | Hurricane-force winds or early spring |

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather-where lightning strikes, for example, or the

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## Control Weather (Cont.)

exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

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## Create Demiplane, Lesser

7

School - conjuration/creation  
Casting Time - 2 hours  
Components - V, S, F (a forked metal rod worth at least 500 gp)  
Range - 0 ft.  
Effect - extradimensional demiplane, up to three 10-ft. cubes/level (S)  
Duration - 1 day/level  
Saving Throw - none; SR - no

You create a small, finite demiplane. You must be on the Astral or Ethereal Plane or on a plane that has access to one of those planes (such as the Material Plane) to cast this spell.

When you cast the spell, you decide whether the demiplane is within the Astral or the Ethereal Plane. It is filled with air or water (decided by you). The plane is generally flat and featureless, such as an earth, stone, water, or wood floor. The "walls" and "ceiling" of the plane may appear like solid earth, stone, wood, or water, or they may end in mist, a featureless void, or a similar unreal-looking border. The plane's environmental conditions are those of a temperate spring day on the Material Plane. You determine the plane's light level (bright, normal, dim, or darkness), which affects the entire plane.

There are no native creatures or plants on this plane, though you may bring some there (if the plane's light is bright or normal, it counts as sunlight for growing plants). The environment of the plane counts as normal terrain for the purpose of effects that target earth, stone, wood, and so on.

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## Create Demiplane, Lesser (Cont.)

For example, you could use move earth to create a hill or wall of stone to create a barricade.

When you finish casting this spell, you may bring yourself and up to seven other creatures to the plane automatically by joining hands in a circle. The demiplane is another plane of existence, and therefore is outside the range of any spell or ability that cannot affect or reach other planes. Creatures can only enter the plane by the use of planar travel magic such as astral projection, etherealness, or plane shift. You are considered "very familiar" with your entire demiplane.

As a standard action, you may eject a creature from your demiplane. The creature may resist with a Will saving throw. An ejected creature goes to the closest plane to your demiplane (usually the Astral Plane or the Ethereal Plane, but if you cast this spell on the Material Plane, the creature is sent to the Material Plane). When the spell ends, the plane dissolves, and all creatures in the plane are ejected in this manner with no saving throw. The plane cannot be dispelled, but a creature on the plane can destroy it by using limited wish, mage's disjunction, miracle, or wish and making a successful dispel check.

If you are within the demiplane, you can add to its area by casting the spell again. Alternatively, you may cast this spell again to reset the duration of an existing area to that of your latest casting. If the duration on one area of the demiplane ends and other parts remain, creatures in the expiring area are shunted to remaining areas. If a collapsing portion of the demiplane would leave one section cut off from other sections of the demiplane (for example, if there were three areas connected in a straight line and the center part expired), the stranded sections count as separate

## Create Demiplane, Lesser (Cont.)

demiplanes under your control. You may reconnect these stranded sections by the spell again to create a linked area between the two.

You can make this spell permanent with the permanency spell, at a cost of 17,500 gp. If you have cast create lesser demiplane multiple times to enlarge the demiplane, each casting's area requires its own permanency spell.

## Deflection

7

SOR / WIZ

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M (a piece of rubber dipped in glue)  
Range - personal  
Target - you  
Duration - 1 round/level

You surround yourself in a whirling barrier of force that sends any attack that misses you hurling back toward its source.

This applies to any melee or ranged attack directed against you so long as it uses an attack roll to determine whether or not it strikes you. If an attack misses you, the attacker must make a second attack roll against its own Armor Class, using all of the applicable modifiers of the original attack and if it hits, the attacker takes the attack's damage and suffers all the other consequences of getting struck with that attack. You cannot deflect attacks that miss you for any reason besides a failed attack roll (such as concealment). Similarly, you cannot deflect attacks that actually do strike you but simply fail to do any harm.

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## Delayed Blast Fireball

7

SOR / WIZ

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 - 5 rounds or less; see text  
Saving Throw - Reflex half; SR - yes

This spell functions like fireball, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6). The glowing bead created by delayed blast fireball can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead. If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

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## Elemental Body IV

7

SOR / WIZ

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

This spell functions as elemental body III, except that it also allows you to assume the form of a Huge 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 and gain DR 5/-.

**Air elemental:** As elemental body I except that you gain a +4 size bonus to your Strength, +6 size bonus to your Dexterity, and a +4 natural armor bonus. You also gain fly 120 feet (perfect).

**Earth elemental:** As elemental body I except that you gain a +8 size bonus to your Strength, a -2 penalty on your Dexterity, a +4 size bonus to your Constitution, and a +6 natural armor bonus.

**Fire elemental:** As elemental body I except that you gain a +6 size bonus to your Dexterity, a +4 size bonus to your Constitution, and a +4 natural armor bonus.

**Water elemental:** As elemental body I except that you gain a +4 size bonus to your Strength, a -2 penalty on your Dexterity, a +8 size bonus to your Constitution, and a +6 natural armor bonus. You also gain swim 120 feet.

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## Epidemic

7

SOR / WIZ

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

The target contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom (Core Rulebook 557), as the spell contagion. However, the disease is highly contagious, and any creature that touches the infected target, is touched by the target, or spends more than an hour in a confined space with the target must make a save against the disease's normal DC (not the spell DC) or contract the disease. If the initial target overcomes the disease by making the required number of saving throws, it remains a carrier of the disease for a length of time equal to the disease's frequency, and can continue to infect others during this time.

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## Ethereal Jaunt

7

SOR / WIZ

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

You become ethereal, along with your equipment. For the duration of the spell, you are in the Ethereal Plane, which overlaps the Material Plane. When the spell expires, you return to material existence. An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet. Force effects and abjurations affect an ethereal creature normally. Their 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 ethereal objects as if they were material. If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

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## Expend

7

SOR / WIZ

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M (miniature broken hourglass)  
Range - medium (100 ft. + 10 ft./level)  
Area - 20-ft.-radius burst  
Duration - instantaneous  
Saving Throw - Will negates; SR - yes

You cause all creatures in the affected area to use one or more of their limited-use magical abilities without any actual effect. A limited-use magical ability is any supernatural or spell-like ability which a creature can only activate a certain number of times during a set interval (3/day, 1/hour, etc.). The spell does not affect abilities which the creature can use at will or which are constant. It also does not apply to magical items or anything else external to a creature. A creature in the spell's area must make a Will saving throw or expend a single use of one of its abilities. Abilities with the greatest number of uses per day are affected first; if more than one ability has the same number of uses, randomly determine which one is affected first. Creatures must continue making Will saves, expending an additional use of an ability for each failed save, until they succeed, at which point the spell has no further effect.

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## Finger Of Death

7

School - necromancy  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - instantaneous  
Saving Throw - Fortitude partial; SR - yes

SOR / WIZ

This spell instantly delivers 10 points of damage per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

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## Firebrand

7

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature/4 levels, no two of which can be more than 30 ft. apart  
Duration - 1 round/level  
Saving Throw - Will negates (harmless), but see below; SR - yes (harmless)

SOR / WIZ

You mark several allies with a flaming rune. This rune does not cause damage, and sheds light as if it were a torch. While the firebrand burns, any creature it marks is immune to damage from any fire spell you cast. All of the target's weapons (both natural and manufactured) inflict +1d6 points of fire damage on a hit (this bonus fire damage stacks with any amount of fire damage a creature's weapons might already inflict). At any point during the spell's duration, a creature bearing a firebrand can launch a beam of fire at any target within 30 feet as a swift action. This ray requires a ranged touch attack to hit and deals 6d6 points of fire damage. Once a creature uses its firebrand to fire a ray in this manner, the effects of the spell end for that creature.

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## Fly, Mass

7

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, F (a wing feather)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature/level, no two of which can be more than 30 ft. apart  
Duration - 10 minutes/level  
Saving Throw - Will negates (harmless); SR - yes (harmless)

SOR / WIZ

This spell functions as fly (Core Rulebook 284), save that it can target numerous creatures and lasts longer.

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## Forcecage

7

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M (ruby dust worth 500 gp)  
Range - close (25 ft. + 5 ft./2 levels)  
Area - barred cage (20-ft. cube) or windowless cell (10-ft. cube)  
Duration - 1 round/level  
Saving Throw - Reflex negates; SR - no

SOR / WIZ

This spell creates an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice).

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails.

Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a wall of force, a forcecage resists dispel magic, although a mage's disjunction still functions. The walls of a forcecage can be damaged by spells as normal, except for disintegrate, which automatically destroys it. The walls of a forcecage can be damaged by weapons and supernatural abilities, but they have a Hardness of 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 forcecage.

**Barred Cage:** This version of the spell produces a 20-foot cube made of bands of force (similar to a wall of force spell) for bars. The bands are a half-inch wide,   
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## Forcecage (Cont.)

with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined within the barred cage. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has cover. All spells and breath weapons can pass through the gaps in the bars.

**Windowless Cell:** This version of the spell produces a 10-foot cube with no way in and no way out. Solid walls of force form its six sides.

## Form of the Dragon II

7

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

SOR / WIZ

This spell functions as form of the dragon I except that it also allows you to assume the form of a Large chromatic or metallic dragon.

You gain the following abilities: a +6 size bonus to Strength, a +4 size bonus to Constitution, a +6 natural armor bonus, fly 90 feet (poor), darkvision 60 feet, a breath weapon, DR 5/magic, and resistance to one element. You also gain one bite (2d6), two claws (1d8), two wing attacks (1d6), and one tail slap attack (1d8). You can only use the breath weapon twice per casting of this spell, and you must wait 1d4 rounds between uses. All breath weapons deal 8d8 points of damage and allow a Reflex save for half damage. Line breath weapons increase to 80-foot lines and cones increase to 40-foot cones.

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## Giant Form I

7

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

SOR / WIZ

When you cast this spell you can assume the form of any Large humanoid creature of the giant subtype (see the Pathfinder RPG Bestiary). Once you assume your new form, you gain the following abilities: a +6 size bonus to Strength, a -2 penalty to Dexterity, a +4 size bonus to Constitution, a +4 natural armor bonus, and low-light vision. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, rend (2d6 damage), regeneration 5, rock catching, and rock throwing (range 60 feet, 2d6 damage). 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.

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## Grasping Hand

7

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

SOR / WIZ

This spell functions as interposing hand, except that it can also grapple one opponent you select. The grasping hand gets one grapple attack per round. This attack does not provoke an attack of opportunity. Its CMB and CMD for grapple checks use your caster level in place of its base attack bonus, with a +10 bonus for its Strength (31) score and a +1 bonus for being Large (its Dexterity is 10, granting no bonus on the Combat Maneuver Defense).

The hand holds but does not harm creatures that it grapples.

Directing the spell to a new target is a move action. The grasping hand can instead be directed to bull rush a target, using the same bonuses outlined above, or it can be directed to interpose itself, as interposing hand does.

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## Hold Person, Mass

7

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, F/DF (a small, straight piece of iron)  
Range - medium (100 ft. + 10 ft./level)  
Target - one or more humanoid creatures, no two of which can be more than 30 ft. apart  
Duration - 1 round/level; see text  
Saving Throw - Will negates; see text; SR - yes

This spell functions like hold person, except as noted above.

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## Hostile Juxtaposition, Greater

7

School - conjuration/teleportation  
Casting Time - 1 standard action  
Components - V, S, M (a coin)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature/4 levels  
Duration - 1 round/level or until discharged  
Saving Throw - Will negates; SR - yes

This spell functions like hostile juxtaposition, except you can target one creature for every four caster levels you have or you can target a single creature that is larger than you are. You can switch places with each target only once while the effect lasts. Once you have used it to teleport and switch places with each affected target, the spell is discharged.

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## Ice Body

7

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

Your form transmutes into living ice, granting you several abilities. You gain the cold subtype and damage reduction 5/magic. You are immune to ability score damage, blindness, critical hits, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters) plus 1 point of cold damage, and you are considered armed when making unarmed attacks. You may burrow through nonmagical ice or snow at your base speed as easily as a fish swims through water. You can move through magical ice and snow if you succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the effect; you automatically succeed on caster level checks against effects that you created. Your passage through snow and ice in this fashion leaves behind no tunnel or hole.

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## Insanity

7

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Target - one living creature  
Duration - instantaneous  
Saving Throw - Will negates; SR - yes

The affected creature suffers from a continuous confusion effect, as the spell.

Remove curse does not remove insanity. Greater restoration, heal, limited wish, miracle, or wish can restore the creature.

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## Instant Summons

7

School - conjuration/summoning  
Casting Time - 1 standard action  
Components - V, S, M (sapphire worth 1,000 gp)  
Range - see text  
Target - one object weighing 10 lbs. or less whose longest dimension is 6 ft. or less  
Duration - permanent until discharged  
Saving Throw - none; SR - no

You call some nonliving item directly to your hand from virtually any location.

First, you must place your arcane mark on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs.

The inscription on the gem is invisible. It is also unreadable, except by means of a read magic spell, to anyone but you.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

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## Invisibility, Mass

7

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S  
Range - long (400 ft. + 40 ft./level)  
Target - any number of creatures, no two of which can be more than 180 ft. apart  
Duration - 1 round/level  
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like invisibility, except that the effect moves with the group and is broken when anyone in the group attacks.

Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.

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## Joyful Rapture

7

School - conjuration/healing  
Casting Time - 1 standard action  
Components - V, S  
Range - 60 ft.  
Area - all allies and opponents within a 60-ft.-radius burst centered on you  
Duration - instantaneous  
Saving Throw - no; SR - yes

Your inspired words overwhelm others with transcendental bliss. All allies within the area of effect are freed from any harmful emotion effects. The spell also cures 1d4 points of Intelligence, Wisdom, or Charisma damage (your choice) to all allies in the area.

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## Ki Shout

7

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

With a guttural bark, you unleash a sudden blast of sonic energy that strikes your opponent. The target takes 1d6 points of sonic damage per level (maximum 20d6) and is stunned for 1 round; a successful Fortitude save reduces the damage by half and negates the stun.

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## Limited Wish

7

School - universal  
Casting Time - 1 standard action  
Components - V, S, M (diamond worth 1,500 gp)  
Range - see text  
Area - Target see text  
Effect - see text Area see text  
Duration - see text  
Saving Throw - none, see text; SR - yes

A limited wish lets you create nearly any type of effect. For example, a limited wish can do any of the following things.

Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell does not belong to one of your opposition schools.

Duplicate any non-sorcerer/wizard spell of 5th level or lower, provided the spell does not belong to one of your opposition schools.

Duplicate any sorcerer/wizard spell of 5th level or lower, even if it belongs to one of your opposition schools.

Duplicate any non-sorcerer/wizard spell of 4th level or lower, even if it belongs to one of your opposition schools.

Undo the harmful effects of many spells, such as geas/quest or insanity.

Produce any other effect whose power level is in line with the above effects, such as a single creature

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## Limited Wish (Cont.)

automatically hitting on its next attack or taking a -7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal, but the save DC is for a 7th-level spell. When a limited wish spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component (in addition to the 1,500 gp diamond component for this spell).

## Lunar Veil

7

School - illusion/shadow  
Casting Time - 1 standard action  
Components - V, S  
Range - long (400 ft. + 40 ft./level)  
Area - 120-ft.-radius emanation  
Duration - 10 minute/level  
Saving Throw - Will negates, see text; SR - no

You conjure a tremendous area of shadow to obscure moonlight within the area, creating something akin to a lunar eclipse. The light level is lowered by two steps (though unlike deeper darkness, areas of normal light or dimmer become normal darkness rather than supernaturally dark).

Lycanthropes in the area must make a Will save every round or revert to their humanoid forms. In addition, lycanthropes attempting to assume animal or hybrid form within the affected area take a -5 penalty on Constitution checks to do so.

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## Mage's Magnificent Mansion

7

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S, F (a miniature ivory door, a piece of polished marble, and a silver spoon, each worth 5 gp)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - extradimensional mansion, up to three 10-ft. cubes/level (S)  
Duration - 2 hours/level  
Saving Throw - none; SR - no

You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level.

A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as unseen servant spells except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

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## Mage's Sword

7

School - evocation  
Casting Time - 1 standard action  
Components - V, S, F (a miniature platinum sword worth 250 gp)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - one sword  
Duration - 1 round/level  
Saving Throw - none; SR - yes

This spell brings into being a shimmering, sword-like plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your Intelligence bonus or your Charisma bonus (for wizards or sorcerers, respectively) with an additional +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of force damage, with a threat range of 19-20 and a critical multiplier of x2.

The sword always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. If the sword goes beyond the spell range from you, goes out of your sight, or you are not directing it, it returns to you and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target. If you do not, the sword continues to attack the previous round's target.

The sword cannot be attacked or harmed by physical

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## Mage's Sword (Cont.)

attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. The sword's AC is 13 (10, +0 size bonus for Medium object, +3 deflection bonus).

If an attacked creature has spell resistance, the resistance is checked the first time mage's sword strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

## Phantasmal Revenge

7

School - illusion/phantasm  
Casting Time - 1 standard action  
Components - V, S  
Range - touch and unlimited; see text  
Target - dead body touched  
Duration - instantaneous  
Saving Throw - Will disbelief then Fortitude partial; see text; SR - yes

When you cast this eerie spell upon a recently slain creature, you cause a ghastly, spectral image of it to rise up from its corpse, shrieking for vengeance before it vanishes in a burst of unnatural light. This phantom then unerringly seeks out the creature that killed it, as long as that creature is on the same plane, and tries to slay its killer in turn.

Only the corpse's killer can see the phantasmal image created by this spell. You and any others who witness the spell's casting or its ultimate effects see only a vague shape. The target first gets a Will save to disbelieve the illusion. If that save fails, the target must succeed on Fortitude saving throw or take 10 points of damage per caster level from the phantasmal image. Even if the Fortitude save is successful, the target takes 5d6 points of damage + 1 point of damage per caster level. You know immediately if the spell succeeded or failed to kill its target but gain no other information, including the identity of the target of the spell.

The creature providing the corpse must have died no more than 1 day per caster level prior to the casting of this spell. If the creature that provided the corpse was not, in fact, killed by another, or if the killer is dead or no longer on the same plane, the spell fails. Phantasmal revenge makes no moral judgments; it targets winners of fair fights just as easily as murderers. Any given body can only be targeted by a phantasmal revenge spell once.

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## Phase Door

7

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V  
Range - touch  
Effect - ethereal 5-ft.-by-8-ft. opening, 10 ft. deep + 5 ft. deep per three levels  
Duration - one usage per two levels  
Saving Throw - none; SR - no

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The phase door is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the phase door and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A gem of true seeing or similar magic reveals the presence of a phase door but does not allow its use.

A phase door is subject to dispel magic. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a passwall effect.

You can allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable

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## Phase Door (Cont.)

actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

Phase door can be made permanent with a permanency spell.

## Plague Storm

7

School - necromancy  
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 minute/level and instantaneous (see text)  
Saving Throw - Fortitude negates; SR - no

You create a hideous gray cloud, similar to fog cloud, that occasionally crackles with foul-smelling bolts of sickly green lightning. Creatures in the area must save or contract one of the following diseases: blinding sickness, bubonic plague, cackle fever, demon fever, devil chills, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom (the disease is chosen by you when you cast the spell and applies to all creatures that fail the save). The disease is contracted immediately (the onset period does not apply) and is an instantaneous effect. Use the disease's listed frequency to determine further effects, but the disease's save DC increases by +2. For more information see page 557 of the Core Rulebook.

Unlike a fog cloud, the plague storm 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 terrain, even pouring down den or sinkhole openings. The cloud cannot penetrate liquids, nor can it be cast underwater.

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## Planar Adaptation, Mass

7

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
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 hour/level (D)  
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like planar adaptation, except as noted above.

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## Plane Shift

7

School - conjuration/teleportation  
Casting Time - 1 standard action  
Components - V, S, F (a forked metal rod attuned to the plane of travel)  
Range - touch  
Target - creature touched, or up to eight willing creatures joining hands  
Duration - instantaneous  
Saving Throw - Will negates; SR - yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is high impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting plane shift again).

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## Plant Shape III

7

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 plant shape II except that it also allows you to assume the form of a Huge creature of the plant type. If the form you assume has any of the following abilities, you gain the listed ability: DR, regeneration 5, and trample.

Huge plant: If the form you take is that of a Huge plant, you gain a +8 size bonus to your Strength, a -2 penalty to your Dexterity, a +4 size bonus to your Constitution, and a +6 natural armor bonus.

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## Polymorph, Greater

7

School - transmutation/polymorph  
Casting Time - 1 standard action  
Components - V, S, M (a piece of the creature whose form you choose)  
Range - touch  
Target - living creature touched  
Duration - 1 min/level  
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions as polymorph except that it allows the creature to take on the form of a dragon or plant creature. If you use this spell to cause the target to take on the form of an animal or magical beast, it functions as beast shape IV. If the form is that of an elemental, the spell functions as elemental body III. If the form is that of a humanoid, the spell functions as alter self. If the form is that of a plant, the spell functions as plant shape II. If the form is that of a dragon, the spell functions as form of the dragon I. The subject may choose to resume its normal form as a full-round action; doing so ends the spell.

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## Power Word Blind

7

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature with 200 hp or less  
Duration - see text  
Saving Throw - none; SR - yes

You utter a single word of power that causes a creature to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total.

Any creature that currently has 201 or more hit points is unaffected.

Hit points | Duration |

50 or less | Permanent |

51-100 | 1d4+1 minutes |

101-200 | 1d4+1 rounds |

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## Prismatic Spray

7

School - evocation  
Casting Time - 1 standard action  
Components - V, S  
Range - 60 ft.  
Area - cone-shaped burst  
Duration - instantaneous  
Saving Throw - see text; SR - yes

This spell causes seven shimmering, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.  
1d8 | Color of Beam | Effect |

1 | Red | 20 points fire damage (Reflex half) |

2 | Orange | 40 points acid damage (Reflex half) |

3 | Yellow | 80 points electricity damage (Reflex half) |

4 | Green | Poison (Frequency 1/rd. for 6 rd.; Init. effect death; Sec. effect 1 Con/rd.; Cure 2 consecutive Fort saves)\* |

5 | Blue | Flesh to stone (Fortitude negates) |

6 | Indigo | Insane, as insanity spell (Will negates) |

7 | Violet | Sent to another plane (Will negates) |

8 | Struck by two rays | Roll twice more, ignoring any

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## Prismatic Spray (Cont.)

"8" results |

\* See poisons on page 557. |

|

## Project Image

7

School - illusion/shadow  
Casting Time - 1 standard action  
Components - V, S, M (a small replica of you worth 5 gp)  
Range - medium (100 ft. + 10 ft./level)  
Effect - one shadow duplicate  
Duration - 1 round/level  
Saving Throw - Will disbelief (if interacted with); SR - no

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save. You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use dimension door, teleport, plane shift, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

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## Rampart

7

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S, M (a handful of earth)  
Range - medium (100 ft. + 10 ft./level)  
Effect - 10-ft.-high earthen wall, in a line up to 10 ft. long/2 levels, or a circle with radius of up to 3 ft. + 1 ft./level  
Duration - instantaneous  
Saving Throw - none; SR - no

You create a massive rampart of hard-packed earth and stone 5 feet thick. The rampart cannot be conjured so that it occupies the same space as another creature or object. Each 5-foot-wide section of the rampart has hardness 0 and 180 hit points. A section of the rampart whose hit points drop to 0 is breached. If a creature tries to break through the rampart with a single attack, the DC for the Strength check is 60. A creature can climb over the rampart with a DC 20 Climb check.

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## Resonating Word

7

School - transmutation  
Casting Time - 1 standard action  
Components - V  
Range - medium (100 ft. + 10 ft./level)  
Target - one creature  
Duration - 3 rounds  
Saving Throw - Fortitude partial; SR - yes

You speak a terrible word of power, setting up potentially lethal vibrations in the chosen target. The target must save once each round on your turn, and the effects grow stronger for each saving throw the creature fails. On the first round, the target takes 5d6 points of sonic damage and is staggered for 1 round. A successful save halves the damage and negates the staggered effect. On the second round, the target takes 5d6 points of damage and is stunned for 1 round. A successful save halves the damage and negates the stunning effect. On the third round, the target takes 10d6 points of damage and is stunned for 1d4+1 rounds. A successful save halves the damage and negates the stunning effect. The resonating word has no power after the third round, even if the spell's duration is increased.

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## Reverse Gravity

7

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (lodestone and iron filings)  
Range - medium (100 ft. + 10 ft./level)  
Area - up to one 10-ft. cube/level (S)  
Duration - 1 round/level (D)  
Saving Throw - none; see text; SR - no

This spell reverses gravity in an area, causing unattached objects and creatures in the area to fall upward and reach the top of the area in 1 round. If a solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes.

Creatures who can fly or levitate can keep themselves from falling.

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## Scouring Winds

7

School - evocation  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Effect - sandstorm in 20-ft. radius, 20 ft. high  
Duration - 1 round/level (D)  
Saving Throw - none; SR - yes (see text)

This spell brings forth a windstorm of stinging sand that blocks all vision. You can move the storm up to 30 feet each round as a move action. Any creature in the area takes 3d6 points of piercing damage each round. The area is considered a windstorm (see Table 13-10: Wind Effects, Core Rulebook 439). If a creature with spell resistance successfully resists this spell, it is unaffected by the winds and sand, but still unable to see within the area of the spell.

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## Scrying, Greater

7

School - divination/scrying  
Casting Time - 1 standard action  
Components - V, S  
Range - see text  
Effect - magical sensor  
Duration - 1 hour/level  
Saving Throw - Will negates; SR - yes

This spell functions like scrying, except as noted above.

Additionally, all of the following spells function reliably through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, and tongues.

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## Sequester

7

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M (a basilisk eyelash and gum arabic)  
Range - touch  
Target - one willing creature or object (up to a 2-ft. cube/level) touched  
Duration - 1 day/level  
Saving Throw - none or Will negates (object); SR - no or yes (object)

When cast, this spell prevents divination spells from detecting or locating the target and also renders the affected target invisible (as the invisibility spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by sequester become comatose and are effectively in a state of suspended animation until the spell ends.

Note: The Will save prevents an attended or magical object from being sequestered. There is no save to see the sequestered creature or object or to detect it with a divination spell.

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### Shadow Conjunction, Greater

7

School - illusion/shadow  
Casting Time - 1 standard action  
Components - V, S  
Range - see text  
Effect - see text  
Duration - see text  
Saving Throw - Will disbelief (if interacted with); varies; see text; SR - yes; see text

This spell functions like shadow conjunction, except that it duplicates any sorcerer or wizard conjunction (summoning) or conjunction (creation) spell of 6th level or lower. The illusory conjunctions created deal three-fifths (60%) damage to nonbelievers, and nondamaging effects are 60% likely to work against nonbelievers.

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### Simulacrum

7

School - illusion/shadow  
Casting Time - 12 hours  
Components - V, S, M (ice sculpture of the target plus powdered rubies worth 500 gp per HD of the simulacrum)  
Range - 0 ft.  
Effect - one duplicate creature  
Duration - instantaneous  
Saving Throw - none; SR - no

Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only half of the real creature's levels or HD (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD).

You can't create a simulacrum of a creature whose HD or levels exceed twice your caster level. You must make a Disguise check when you cast the spell to determine how good the likeness is.

A creature familiar with the original might detect the ruse with a successful Perception check (opposed by the caster's Disguise check) or a DC 20 Sense Motive check.

At all times, the simulacrum remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 gp per hit point, and a fully equipped magical laboratory can repair damage to a simulacrum.

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### Spell Turning

7

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M/DF (a small silver mirror)  
Range - personal  
Target - you  
Duration - until expended or 10 min./level

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. Subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be the one who is affected. If you and a spellcasting attacker are both warding by spell turning effects in operation, a resonating field is created. Roll randomly to determine the result.

d% | Effect |

01-70 | Spell drains away without effect. |

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### Spell Turning (Cont.)

71-80 | Spell affects both of you equally at full effect. |

81-97 | Both turning effects are rendered nonfunctional for 1d4 minutes. |

98-100 | Both of you go through a rift into another plane. |

### Statue

7

School - transmutation  
Casting Time - 1 round  
Components - V, S, M (lime, sand, and a drop of water stirred by an iron spike)  
Range - touch  
Target - creature touched  
Duration - 1 hour/level  
Saving Throw - Will negates (harmless); SR - yes (harmless)

A statue spell turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains hardness 8. The subject retains its own hit points.

The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body.

Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a statue spell can return to its normal state, act, and then return instantly to the statue state (a free action) if it so desires as long as the spell duration is in effect.

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### Summon Monster VII

7

School - conjuration/summoning  
Casting Time - 1 round  
Components - V, S, F/DF (a tiny bag and a small candle)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - one summoned creature  
Duration - 1 round/level  
Saving Throw - none; SR - no

This spell functions like summon monster I, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

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### Symbol of Stunning

7

School - enchantment/compulsion  
Casting Time - 10 minutes  
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)  
Range - 0 ft.; see text  
Effect - one symbol  
Duration - see text  
Saving Throw - Will negates; SR - yes

This spell functions like symbol of death, except that all creatures within 60 feet of a symbol of stunning instead become stunned for 1d6 rounds.

Note: Magic traps such as symbol of stunning are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of stunning and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for symbol of stunning.

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### Symbol Of Weakness

7

School - necromancy  
Casting Time - 10 minutes  
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)  
Range - 0 ft.; see text  
Effect - one symbol  
Duration - see text  
Saving Throw - Fortitude negates; SR - yes

This spell functions like symbol of death, except that every creature within 60 feet of a symbol of weakness instead suffers crippling weakness that deals 3d6 points of Strength damage.

Unlike symbol of death, symbol of weakness has no hit point limit; once triggered, a symbol of weakness simply remains active for 10 minutes per caster level. A creature can only be affected by this symbol once.

Note: Magic traps such as symbol of weakness are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 32 for symbol of weakness.

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## Teleport Object

7

School - conjuration/teleportation  
Casting Time - 1 standard action  
Components - V  
Range - touch  
Target - one touched object of up to 50 lbs./level and 3 cu. ft./level  
Duration - instantaneous  
Saving Throw - Will negates (object); SR - yes (object)

This spell functions like teleport, except that it teleports an object, not you. Creatures and magical forces cannot be teleported.

If desired, the target object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A successful targeted dispel magic spell cast on that point brings the vanished item back from the Ethereal Plane.

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## Teleport, Greater

7

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 functions like teleport, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

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## Temporary Resurrection

7

School - necromancy  
Casting Time - 10 minutes  
Components - V, S, M (diamond dust worth 500 gp)  
Range - touch  
Target - dead creature touched  
Duration - 24 hours

You restore temporary life to a body that has been dead for less than 48 hours. The spell lasts for 24 hours, after which the target dies again. The target gains 1 permanent negative level while under the effect of this spell; this negative level goes away when the target dies or is permanently raised from the dead (such as with raise dead). The target still counts as a dead corpse (but not undead) for the purpose of spells that revive dead creatures, so a cleric can cast raise dead or a similar spell on the target even while this spell is active. Once a creature has been revived with temporary resurrection, this spell cannot be used on it again until it is permanently raised from the dead.

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## Vision

7

School - divination  
Casting Time - 1 standard action  
Components - V, S, M (incense worth 250 gp), F (four pieces of ivory worth 50 gp each)  
Range - personal  
Target - you  
Duration - see text

This spell functions like legend lore, except that it works more quickly and produces some strain on you. You pose a question about some person, place, or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check (1d20 + 1 per caster level; maximum +25) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague. After this spell is complete, you are fatigued.

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## Vortex

7

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M/DF (a stirring spoon)  
Range - long (400 ft. + 40 ft./level)  
Effect - whirlpool 50 ft. deep, 30 ft. wide at top, and 5 ft. wide at base  
Duration - 1 round/level (D)  
Saving Throw - Reflex negates, see text; SR - yes

You create a powerful and immobile whirlpool in any body of liquid large enough to contain the spell's effect. Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of bludgeoning damage. A Medium or smaller creature that fails its first save must succeed on a second one or be pulled into the whirlpool and held suspended in its powerful currents, taking 1d8 points of damage each round on your turn with no save allowed.

You may direct the whirlpool to eject any carried creatures whenever you wish. A boat that is equal in length or shorter than the vortex's width that passes through a vortex takes 6d6 points of damage and is caught up by the current. If the boat's captain makes a DC 25 Profession (sailor) check (or if the boat is longer than the vortex's width), the boat takes only half damage and is not caught up by the vortex.

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## Walk Through Space

7

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

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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## Waves of Ecstasy

7

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S  
Range - 30 ft.  
Area - cone-shaped burst  
Duration - 1 round/level; see text  
Saving Throw - Will partial (see text); SR - yes

You emanate waves of intense pleasure that cause all targets within range to falter. Affected creatures are stunned for 1 round and are staggered for the remainder of the spell. A creature that makes its save is staggered for the first round and can act normally thereafter.

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## Waves of Exhaustion

7

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

Waves of negative energy cause all living creatures in the spell's area to become exhausted. This spell has no effect on a creature that is already exhausted.

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## Antipathy

8

School - enchantment/compulsion  
Casting Time - 1 hour  
Components - V, S, M/DF (a lump of alum soaked in vinegar)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one location (up to a 10-ft. cube/level) or one object  
Duration - 2 hours/level  
Saving Throw - Will partial; SR - yes

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

Creatures of the designated kind or alignment feel an urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

Antipathy counters and dispels sympathy.

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## Binding

8

School - enchantment/compulsion  
Casting Time - 1 minute  
Components - V, S, M (opals worth 500 gp per HD of the target creature, plus other components as specified below)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature  
Duration - see text  
Saving Throw - Will negates; see text; SR - yes

A binding spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its Hit Dice equal at least half your caster level.

You may have as many as six assistants help you with the spell. For each assistant who casts suggestion, your caster level for this casting of binding increases by 1. For each assistant who casts dominate animal, dominate person, or dominate monster, your caster level for this casting of binding increases by a number equal to a third of that assistant's level, provided that the spell's target is appropriate for a binding spell. Since the assistants' spells are cast simply to improve your caster level for the purpose of the binding spell, saving throws and spell resistance against the assistants' spells are irrelevant. Your caster level determines whether the target gets an initial Will saving throw and how long the binding lasts. All binding spells are dismissible.

Regardless of the version of binding you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a

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## Binding (Cont.)

likelihood of coming to pass. The conditions can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or hit points don't qualify. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by 2.

If you cast any of the first three versions of binding (those with limited durations), you may cast additional binding spells to prolong the effect, overlapping the durations. If you do so, the target gets a saving throw at the end of the first spell's duration, even if your caster level was high enough to disallow an initial saving throw. If the creature's save succeeds, all binding spells it has received are broken.

The binding spell has six versions. Choose one of the following versions when you cast the spell.

**Chaining:** The subject is confined by restraints that generate an antipathy spell affecting all creatures who approach the subject, except you. The duration is 1 year per caster level. The subject of this form of binding is confined to the spot it occupied when it received the spell. Casting this version requires a chain that is long enough to wrap around the creature three times.

**Slumber:** This version causes the subject to become comatose for as long as 1 year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This form of binding is slightly easier to resist. Reduce the spell's save DC by 1. Casting this version requires a jar of sand or rose petals. This is a sleep effect.

## Binding (Cont.)

**Bound Slumber:** This combination of chaining and slumber lasts for as long as 1 month per caster level. Reduce the save DC by 2. Casting this version requires both a long chain and a jar of sand or rose petals. This is a sleep effect.

**Hedged Prison:** The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. This effect is permanent. Reduce the save DC by 3. Casting this version requires a tiny golden cage worth 100 gp that is consumed when the spell is cast.

**Metamorphosis:** The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The binding is permanent. The subject does not need to breathe, eat, or drink while metamorphosed, nor does it age. Reduce the save DC by 4.

**Minimus Containment:** The subject is shrunk to a height of 1 inch or less and held within some gem, jar, or similar object. The binding is permanent. The subject does not need to breathe, eat, or drink while contained, nor does it age. Reduce the save DC by 4.

You can't dispel a binding spell with dispel magic or a similar effect, though an antimagic field or mage's disjunction affects it normally. A bound extraplanar creature cannot be sent back to its home plane by dismissal, banishment, or a similar effect.

## Call Construct

8

School - conjuration/teleportation  
Casting Time - 10 minutes  
Components - V, S, M (a sapphire worth 1,000 or 5,000 gp; see text)  
Range - touch  
Target - construct touched  
Duration - permanent until discharged  
Saving Throw - none; SR - no

This spell functions as instant summons, except it can only summon a construct you control. For constructs such as golems that are immune to magic, the value of the specially inscribed sapphire must be at least 5,000 gp. For other constructs, a 1,000 gp sapphire suffices.

If the construct is no longer under your control or destroyed, the spell fails, but you know roughly where the construct or its remains are located.

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## Charm Monster, Mass

8

School - enchantment/charm  
Casting Time - 1 standard action  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Target - One or more creatures, no two of which can be more than 30 ft. apart  
Duration - 1 day/level  
Saving Throw - Will negates; SR - yes

This spell functions like charm monster, except that mass charm monster affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you must choose a creature with too many HD to affect.

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## Clenched Fist

8

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

This spell functions like interposing hand, except that the hand can also push or strike one opponent that you select. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

The hand attacks once per round, and its attack bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively) + 11 for the hand's Strength score (33), -1 for being Large. The hand deals 1d8+11 points of damage on each attack, and any creature struck must make a Fortitude save (against this spell's save DC) or be stunned for 1 round. Directing the spell to a new target is a move action.

The clenched fist can also interpose itself as interposing hand does, or it can bull rush an opponent as forceful hand does. Its CMB for bull rush checks uses your caster level in place of its base attack bonus, with a +11 bonus for its Strength score and a +1 bonus for being Large.

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## Clone

8

School - necromancy  
Casting Time - 10 minutes  
Components - V, S, M (laboratory supplies worth 1,000 gp), F (special laboratory equipment costing 500 gp)  
Range - 0 ft.  
Effect - one clone  
Duration - instantaneous  
Saving Throw - none; SR - no

This spell makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, the original's soul enters it immediately, if that creature is already dead. The clone is physically identical to the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including its gaining of two permanent negative levels, just as if it

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## Clone (Cont.)

had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be cloned). If the original creature gained permanent negative levels since the flesh sample was taken, the clone gains these negative levels as well.

The spell duplicates only the original's body and mind, not its equipment. A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh which rots if not preserved.

## Create Demiplane

8

School - conjuration/creation  
Casting Time - 4 hours  
Components - V, S, F (a forked metal rod worth at least 500 gp)  
Range - 0 ft.  
Effect - extradimensional demiplane, up to 10 10-ft. cubes/level (S)  
Duration - 1 day/level or instantaneous (see text)  
Saving Throw - none; SR - no

This spell functions as create lesser demiplane, except the area is larger and you can add more features to the plane. You can use this spell to expand a demiplane you created with create lesser demiplane (you do not need to create an entirely new plane using this spell), in which case it has a duration of 1 day/level. Alternatively, when cast within your demiplane, you may add (or remove) one of the following features to your demiplane with each casting of the spell, in which case it has an instantaneous duration.

**Alignment:** Your plane gains the (mildly) chaos-, good-, evil-, law-, or neutral-aligned alignment trait (see Alignment Traits, GameMastery Guide 187). You cannot give your demiplane an alignment trait for an alignment you do not have.

**Bountiful:** Your demiplane gains a thriving natural ecology, with streams, ponds, waterfalls, and plants. The demiplane provides enough plant-based food (nuts, grains, fruit, fungi, and so on) to support one Medium creature for every 10-foot cube of the demiplane. The demiplane does not have any animals unless you transport them there, but the ecology can sustain itself for as long as the demiplane exists

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## Create Demiplane (Cont.)

without requiring watering, gardening, pollination, and so on, and dead organic material decays and returns to the soil in the normal manner. If your demiplane has ambient light, these plants are normal, familiar surface plants; if it is a realm of twilight or darkness, these plants are fungi and other plants adapted to near-darkness or underground locations.

**Elemental:** Your plane gains the air-, earth-, fire-, or water-elemental dominant trait (see Elemental and Energy Traits, GameMastery Guide 186).

**Gravity:** By default a demiplane's gravity is normal and oriented in one direction, like what most creatures are used to on the Material Plane. By selecting this feature, the plane's gravity is heavy, light, none, objectively directional, or subjectively directional (see Gravity, GameMastery Guide 184).

**Seasonal:** The demiplane has a seasonal cycle and a light cycle, usually similar to those of a land on the Material Plane, but customizable as you see fit (for example, your demiplane could always be winter, day and night could alternate every 4 hours, and so on).

**Shape:** By default, the demiplane has a fixed shape and borders. By selecting this feature, you may make your plane self-contained so it loops upon itself when a creature reaches one edge (see Shape and Size, GameMastery Guide 185). You may designate areas or locations on the edges of your plane where this occurs (such as a pair of secret doors or a path in the woods) or apply it to the entire plane.

## Create Demiplane (Cont.)

**Structure:** Your demiplane has a specific, linked physical structure, such as a giant tree, floating castle, labyrinth, mountain, and so on. (This option exists so you can pick a theme for your plane without having to worry about the small details of determining what spells you need for every hill, hole, wall, floor, and corner).

You can make this spell permanent with the permanency spell, at a cost of 20,000 gp. If you have cast create demiplane multiple times to enlarge the demiplane, each casting's area requires its own permanency spell.

## Create Greater Undead

8

School - necromancy  
Casting Time - 1 hour  
Components - V, S, M (a clay pot filled with grave dirt and an onyx gem worth at least 50 gp per HD of the undead to be created)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one corpse  
Duration - instantaneous  
Saving Throw - none; SR - no

This spell functions like create undead, except that you can create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers. The type or types of undead created is based on caster level, as shown below.

Caster Level | Undead Created |

15th or lower | Shadow |

16th-17th | Wraith |

18th-19th | Spectre |

20th or higher | Devourer |

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## Demand

8

School - enchantment/compulsion  
Casting Time - 10 minutes  
Components - V, S, M/DF (fine copper wire)  
Range - see text  
Target - one creature  
Duration - 1 round; see text  
Saving Throw - Will partial; SR - yes

This spell functions like sending, but the message can also contain a suggestion (see the suggestion spell), which the subject does its best to carry out. A successful Will save negates the suggestion effect but not the contact itself. The demand, if received, is understood even if the subject's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand is issued, the message is understood but the suggestion is ineffective.

The demand's message to the creature must be 25 words or less, including the suggestion. The creature can also give a short reply immediately.

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## Dimensional Lock

8

School - abjuration  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Area - 20-ft.-radius emanation centered on a point in space  
Duration - 1 day/level  
Saving Throw - none; SR - yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include astral projection, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. Once dimensional lock is in place, extradimensional travel into or out of the area is not possible.

A dimensional lock does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

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## Discern Location

8

School - divination  
Casting Time - 10 minutes  
Components - V, S, DF  
Range - unlimited  
Target - one creature or object  
Duration - instantaneous  
Saving Throw - none; SR - no

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a mind blank spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

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## Euphoric Tranquility

8

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M/DF (a poppy flower)  
Range - touch  
Target - creature touched  
Duration - 1 round/level  
Saving Throw - none and Will partial (see below); SR - yes

SOR / WIZ

A creature under the effect of this enchantment enters a state of euphoria. The target treats all creatures as dear friends and abhors violence, but may rise up to protect itself if violence is perpetrated against it. Until the end of the spell's duration, the creature's speed is halved, and it cannot make attacks or cast spells. If the creature is attacked, it gets a Will saving throw. If the saving throw succeeds, the creature can make act normally for 1 round. If the saving throw fails, the creature moves half its speed away from the attacker as its next action.

Furthermore, if the creature is interacted with, or questioned while under the effects of this spell, it is considered to have an attitude of Helpful (see the Diplomacy skill, Core Rulebook 94), though any advice or answers it gives may be disjointed or stream of consciousness due to its euphoric state.

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## Form of the Dragon III

8

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

SOR / WIZ

This spell functions as form of the dragon II save that it also allows you to take the form of a Huge chromatic or metallic dragon. You gain the following abilities: a +10 size bonus to Strength, a +8 size bonus to Constitution, a +8 natural armor bonus, fly 120 feet (poor), blindsense 60 feet, darkvision 120 feet, a breath weapon, DR 10/magic, frightful presence (DC equal to the DC for this spell), and immunity to one element (of the same type form of the dragon I grants resistance to).

You also gain one bite (2d8), two claws (2d6), two wing attacks (1d8), and one tail slap attack (2d6). You can use the breath weapon as often as you like, but you must wait 1d4 rounds between uses. All breath weapons deal 12d8 points of damage and allow a Reflex save for half damage. Line breath weapons increase to 100-foot lines and cones increase to 50-foot cones.

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## Frightful Aspect

8

School - transmutation/polymorph  
Casting Time - 1 standard action  
Components - V, S, M (the skin of a toad)  
Range - personal  
Target - you  
Duration - 1 minute/level

SOR / WIZ

You become a larger, awful version of yourself. You grow to size Large, and take on features that horrify your enemies. You gain the following abilities: a +6 size bonus to Strength, a +4 size bonus to Constitution, a +6 natural armor bonus, DR 10/magic, and spell resistance equal to 10 + half your caster level. You also emit an aura that emanates 30 feet from you. Enemy creatures within the aura are shaken. Each time a creature shaken by this aura hits you with a melee attack, that creature becomes frightened for 1d4 rounds, though at the end of that duration it is no longer affected by this aura. The aura's effect is a fear and mind-affecting effect.

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## Giant Form II

8

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

SOR / WIZ

This spell functions as giant form I except that it also allows you to assume the form of any Huge creature of the giant type. You gain the following abilities: a +8 size bonus to Strength, a -2 penalty to Dexterity, a +6 size bonus to Constitution, a +6 natural armor bonus, low-light vision, and a +10 foot enhancement bonus to your speed. If the form you assume has any of the following abilities, you gain the listed ability: swim 60 feet, darkvision 60 feet, rend (2d8 damage), regeneration 5, rock catching, and rock throwing (range 120 feet, 2d10 damage). If the creature has immunity or resistance to one element, you gain that immunity or resistance. If the creature has vulnerability to an element, you gain that vulnerability.

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## Horrid Wilting

8

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M/DF (a bit of sponge)  
Range - long (400 ft. + 40 ft./level)  
Target - living creatures, no two of which can be more than 60 ft. apart  
Duration - instantaneous  
Saving Throw - Fortitude half; SR - yes

SOR / WIZ

This spell evaporates moisture from the body of each subject living creature, causing flesh to wither and crack and crumble to dust. This deals 1d6 points of damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).

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## Incendiary Cloud

8

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

SOR / WIZ

An incendiary cloud spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a fog cloud does. In addition, the white-hot embers within the cloud deal 6d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage.

As with a cloudburst spell, the smoke moves away from you at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

As with fog cloud, wind disperses the smoke, and the spell can't be cast underwater.

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## Iron Body

8

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (a piece of iron from an iron golem, a hero's armor, or a war machine)  
Range - personal  
Target - you  
Duration - 1 min./level

SOR / WIZ

This spell transforms your body into living iron, which grants you several powerful resistances and abilities. You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire.

However, you also become vulnerable to all special attacks that affect iron golems (see the Pathfinder RPG Bestiary).

You gain a +6 enhancement bonus to your Strength score, but you take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 35% and a -6 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed

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## Iron Body (Cont.)

when making unarmed attacks.

Your weight increases by a factor of 10, causing you to sink in water like a stone. However, you could survive the lack of air at the bottom of the ocean-at least until the spell duration expires.



## Irresistible Dance

8

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V  
Range - touch  
Target - living creature touched  
Duration - 1d4+1 rounds  
Saving Throw - Will partial; SR - yes

SOR / WIZ

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armor Class and a -10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn. A successful Will save reduces the duration of this effect to 1 round.

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## Maze

8

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

SOR / WIZ

You banish the subject into an extradimensional labyrinth. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, freeing the subject.

On escaping or leaving the maze, the subject reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space.

Spells and abilities that move a creature within a plane, such as teleport and dimension door, do not help a creature escape a maze spell, although a plane shift spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

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## Mind Blank

8

School - abjuration  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - 24 hours  
Saving Throw - Will negates (harmless); SR - yes (harmless)

SOR / WIZ

The subject is protected from all devices and spells that gather information about the target through divination magic (such as detect evil, locate creature, scry, and see invisible). This spell also grants a +8 resistance bonus on saving throws against all mindaffecting spells and effects. Mind blank even foils limited wish, miracle, and wish spells when they are used in such a way as to gain information about the target. In the case of scrying that scans an area the creature is in, such as arcane eye, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

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## Moment of Prescience

8

School - divination  
Casting Time - 1 standard action  
Components - V, S  
Range - personal  
Target - you  
Duration - 1 hour/level or until discharged

SOR / WIZ

This spell grants you a sixth sense. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flatfooted).

Activating the effect doesn't take an action; you can even activate it on another character's turn. You must choose to use the moment of prescience before you make the roll it is to modify.

Once used, the spell ends. You can't have more than one moment of prescience active on you at the same time.

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## Orb Of The Void

8

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (a black gemstone of any kind worth 50 gp)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - 1-ft.-diameter sphere  
Duration - 1 round/level (D)  
Saving Throw - Fortitude negates; SR - yes

SOR / WIZ

You create a small weightless sphere of pure negative energy. As a move action, you can move it up to 30 feet per round in any direction. If it enters a space with a living creature, it stops moving for the round and that creature gains one negative level (Fortitude negates). Any creature passing through or ending its turn in the space occupied by the sphere gains one negative level (Fortitude negates). Twenty-four hours after gaining a negative level from the sphere, the subject must make a Fortitude saving throw (the DC of this save is equal to the DC of this spell) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent. If more than one orb (from different castings of the spell) enters the same space, the orbs automatically fuse together. The resulting orb uses the higher of the two orbs' DCs as its DC and whichever duration has more time left. If the orbs are from different casters, each must make an opposed Intelligence check to move the sphere. An undead creature that passes through or ends its turn in the space occupied by the orb gains 2d4 x 5 temporary hit points for 1 hour.

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## Planar Binding, Greater

8

School - conjuration/calling  
Casting Time - 10 minutes  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels); see text  
Target - up to three elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.  
Duration - instantaneous  
Saving Throw - Will negates; SR - no and yes; see text

SOR / WIZ

This spell functions like lesser planar binding, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. Each creature gets a saving throw, makes an independent attempt to escape, and must be individually persuaded to aid you.

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## Polar Ray

8

School - evocation  
Casting Time - 1 standard action  
Components - V, S, F (a white ceramic cone or prism)  
Range - medium (100 ft. + 10 ft./level)  
Effect - ray  
Duration - instantaneous  
Saving Throw - none; SR - yes

SOR / WIZ

A blue-white ray of freezing air and ice springs from your hand.

You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level (maximum 25d6) and 1d4 points of Dexterity drain.

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## Polymorph Any Object

8

School - transmutation/polymorph  
Casting Time - 1 standard action  
Components - V, S, M/DF (mercury, gum arabic, and smoke)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature, or one nonmagical object of up to 100 cu. ft./level  
Duration - see text  
Saving Throw - Fortitude negates (object); see text; SR - yes (object)

SOR / WIZ

This spell functions like greater polymorph, except that it changes one object or creature into another. You can use this spell to transform all manner of objects and creatures into new forms-you aren't limited to transforming a living creature into another living form. The duration of the spell depends on how radical a change is made from the original state to its transmuted state. The duration is determined by using the following guidelines.

Changed Subject is... | Increase to duration Factor\* |

Same kingdom (animal, vegetable, mineral) | +5 |

Same class (mammals, fungi, metals, etc.) | +2 |

Same size | +2 |

Related (twig is to tree, wolf fur is to wolf, etc.) | +2 |

Same or lower Intelligence | +2 |

\*Add all that apply. Look up the total on the next table. |

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## Polymorph Any Object (Cont.)

Duration Factor | Duration | Example |

0 | 20 minutes | Pebble to human |

2 | 1 hour | Marionette to human |

4 | 3 hours | Human to marionette |

5 | 12 hours | Lizard to manticores |

6 | 2 days | Sheep to wool coat |

7 | 1 week | Shrew to manticore |

9+ | Permanent | Manticore to shrew |

If the target of the spell does not have physical ability scores (Strength, Dexterity, or Constitution), this spell grants a base score of 10 to each missing ability score. If the target of the spell does not have mental ability scores (Intelligence, Wisdom, or Charisma), this spell grants a score of 5 to such scores. Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force. A nonmagical object cannot be made into a magic item with this spell. Magic items aren't affected by this spell.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral, or adamantite. It also cannot reproduce the special properties of cold iron in order to overcome the damage reduction of certain creatures.

## Polymorph Any Object (Cont.)

This spell can also be used to duplicate the effects of baleful polymorph, greater polymorph, flesh to stone, stone to flesh, transmute mud to rock, transmute metal to wood, or transmute rock to mud.

## Power Word Stun

8

School - enchantment/compulsion

Casting Time - 1 standard action

Components - V

Range - close (25 ft. + 5 ft./2 levels)

Target - one creature with 150 hp or less

Duration - See text

Saving Throw - none; SR - yes

You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by power word stun.

Hit Points | Duration |

50 or less | 4d4 rounds |

51-100 | 2d4 rounds |

101-150 | 1d4 rounds |

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## Prediction of Failure

8

School - divination

Casting Time - 1 standard action

Components - V, S

Range - close (25 ft. + 5 ft./2 levels)

Target - one creature

Duration - permanent or 1 round/level (see text)

Saving Throw - Will partial; SR - yes

You wrack the target's body and mind with the anguish and suffering of every bitter failure it will ever experience, rendering it permanently shaken and sickened. A successful Will save reduces the duration to 1 round per level. If the target is a spellcaster, failing this saving throw means it also gains a random minor spellblight (see page 95).

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## Prismatic Wall

8

School - abjuration

Casting Time - 1 standard action

Components - V, S

Range - close (25 ft. + 5 ft./2 levels)

Effect - wall 4 ft./level wide, 2 ft./level high

Duration - 10 min./level

Saving Throw - see text; SR - see text

Prismatic wall creates a vertical, opaque wall-a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. Any other creature with less than 8 HD that is within 20 feet of the wall is blinded by the colors for 2d4 rounds if it looks at the wall.

The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A prismatic wall spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by casting the specified spells on the wall; however, the first color must be brought down before the second can be affected, and so on. A rod of

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## Prismatic Wall (Cont.)

cancellation or a mage's disjunction spell destroys a prismatic wall, but an antimagic field fails to penetrate it. Dispel magic and greater dispel magic can only be used on the wall once all the other colors have been destroyed. Spell resistance is effective against a prismatic wall, but the caster level check must be repeated for each color present.

Prismatic wall can be made permanent with a permanency spell.

Order | Color | Effect of Color | Negated by |

1st | Red | Stops nonmagical ranged weapons. Deals 20 points of fire damage (Reflex half). | Cone of cold |

2nd | Orange | Stops magical ranged weapons. Deals 40 points of acid damage (Reflex half). | Gust of wind |

3rd | Yellow | Stops poisons, gases, and petrification. Deals 80 points of electricity damage (Reflex half). | Disintegrate |

4th | Green | Stops breath weapons. Poison (frequency: 1/rd. for 6 rd.; init. effect: death, sec. effect: 1 Con/rd.; cure 2 consecutive Fort saves). | Passwall |

5th | Blue | Stops divination and mental attacks. Turned to stone (Fortitude negates). | Magic missile |

6th | Indigo | Stops all spells. Will save or become insane (as insanity spell). | Daylight |

7th | Violet | Energy field destroys all objects and effects.\* Creatures sent to another plane (Will negates). | Dispel magic or greater dispel magic |

## Prismatic Wall (Cont.)

\*The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above). |

## Protection from Spells

8

School - abjuration

Casting Time - 1 standard action

Components - V, S, M (diamond worth 500 gp), F (One 1,000 gp diamond per target. Each subject must carry the gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.)

Range - touch

Target - up to one creature touched per four levels

Duration - 10 min./level

Saving Throw - Will negates (harmless); SR - yes (harmless)

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

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## Prying Eyes, Greater

8

School - divination  
Casting Time - 1 minute  
Components - V, S, M (a handful of crystal marbles)  
Range - 1 mile  
Effect - 10 or more levitating eyes  
Duration - 1 hour/level; see text  
Saving Throw - none; SR - no

SOR / WIZ

This spell functions like prying eyes, except that the eyes can see all things as they actually are, just as if they had true seeing with a range of 120 feet. Thus, they can navigate darkened areas at normal speed. Also, a greater prying eye's maximum Perception modifier is +25 instead of +15.

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## Scintillating Pattern

8

School - illusion/pattern  
Casting Time - 1 standard action  
Components - V, S, M (a crystal prism)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - colorful lights in a 20-ft.-radius spread  
Duration - concentration + 2 rounds  
Saving Throw - none; SR - yes

SOR / WIZ

A twisting pattern of coruscating colors weaves through the air, affecting creatures within. The spell affects a total number of HD of creatures equal to your caster level (maximum 20).

Creatures with the fewest HD are affected first, and among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. The spell affects each subject according to its HD.

6 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused for 1d4 rounds. (Treat an unconscious result as stunned for nonliving creatures.) 7 to 12: Stunned for 1d4 rounds, then confused for an additional 1d4 rounds.

13 or more: Confused for 1d4 rounds.

Sightless creatures are not affected by scintillating pattern.

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## Screen

8

School - illusion/glamour  
Casting Time - 10 minutes  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Area - 30-ft. cube/level  
Duration - 24 hours  
Saving Throw - none or Will disbelief (if interacted with); see text; SR - no

SOR / WIZ

This spell creates a powerful protection from scrying and observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created. Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

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## Seamantle

8

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S, M (a cup of water)  
Range - personal  
Target - you  
Duration - 1 minute/level

SOR / WIZ

You sheathe yourself within a churning column of pure elemental water up to 30 feet high that fills your space. You gain a swim speed equal to your land speed and can see, hear, and breathe normally within the seamantle, but attacks against you are treated as if you were under the surface of the water. You gain improved cover (+8 cover bonus to AC, +4 bonus on Reflex saves) against foes that do not have freedom of movement effects. The cover granted by the seamantle does not enable you to make Stealth checks or prevent attacks of opportunity. Magical attacks against you are unaffected unless they require attack rolls or state that they do not function underwater (such as cloudkill).

The seamantle blocks line of effect for any fire spell or supernatural fire effect, but enemies can attempt to use fire spells within the seamantle; this requires a caster level check (DC 20 + spell level), and if successful the fire spell takes as a bubble of steam contained within the seamantle rather than its usual effect.

The seamantle allows you to make a slam attack by forming a pseudopod of water, inflicting damage appropriate for your size. This slam attack has a reach of 30 feet. In addition, as a standard action, you can

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## Seamantle (Cont.)

attempt to extinguish fires by touch.

You automatically extinguish up to a 10-foot cube of normal fire. Against magical fire effects, your touch acts as dispel magic; this also applies to any non-instantaneous fire effect that comes into contact with you (such as flame blade, flaming sphere, or incendiary cloud). Even if you fail to extinguish a fire, you are not harmed by it. A flaming or flaming burst weapon that strikes you has its power suppressed for 1d4 rounds if the wielder fails a Fortitude save.

## Shadow Evocation, Greater

8

School - illusion/shadow  
Casting Time - 1 standard action  
Components - V, S  
Range - see text  
Effect - see text  
Duration - see text  
Saving Throw - Will disbelief (if interacted with); SR - yes

SOR / WIZ

This spell functions like shadow evocation, except that it enables you to create partially real, illusory versions of sorcerer or wizard evocation spells of 7th level or lower. If recognized as a greater shadow evocation, a damaging spell deals only three-fifths (60%) damage.

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## Shout, Greater

8

School - evocation  
Casting Time - 1 standard action  
Components - V, S, F (a metal or ivory horn)  
Range - 60 ft.  
Area - cone-shaped burst  
Duration - instantaneous  
Saving Throw - Fortitude partial or Reflex negates (object); see text; SR - yes (object)

SOR / WIZ

This spell functions like shout, except that the cone deals 10d6 points of sonic damage (or 1d6 points of sonic damage per caster level, maximum 20d6, against exposed brittle or crystalline objects or crystalline creatures). It also causes creatures to be stunned for 1 round and deafened for 4d6 rounds. A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.

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## Stormbolts

8

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M/DF (a copper rod)  
Range - 30 ft.  
Area - a 30-ft.-radius spread, centered on you  
Duration - instantaneous  
Saving Throw - Fortitude partial; SR - yes

SOR / WIZ

When you cast this spell, lightning spills forth from your body in all directions. The bolts do not harm natural vegetation or creatures in the area you wish to exclude from damage. Any other creatures within the area take 1d8 points of electricity damage per caster level (maximum 20d8) and are stunned for 1 round. A successful saving throw halves the damage and negates the stun effect.

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## Summon Monster VIII

8

School - conjuration/summoning  
Casting Time - 1 round  
Components - V, S, F/DF (a tiny bag and a small candle)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - one summoned creature  
Duration - 1 round/level  
Saving Throw - none; SR - no

SOR / WIZ

This spell functions like summon monster I, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

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## Sunburst

8

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M/DF (sunstone and fire source)  
Range - long (400 ft. + 40 ft./level)  
Area - 80-ft.-radius burst  
Duration - instantaneous  
Saving Throw - Reflex partial; see text; SR - yes

SOR / WIZ

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any darkness spells of lower than 9th level within its area.

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## Symbol of Death

8

School - necromancy  
Casting Time - 10 minutes  
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each)  
Range - 0 ft.; see text  
Effect - one symbol  
Duration - see text  
Saving Throw - Fortitude negates; SR - yes

SOR / WIZ

This spell allows you to scribe a potent rune of power upon a surface.

When triggered, a symbol of death kills one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The symbol of death affects the closest creatures first, skipping creatures with too many hit points to affect.

Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. A creature that enters the area while the symbol of death is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the symbol of death is inactive (though visible and legible at a distance of 60 feet). To be effective, a symbol of death must always be placed in plain sight and in a prominent location. Covering or

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## Symbol of Death (Cont.)

hiding the rune renders the symbol of death ineffective, unless a creature removes the covering, in which case the symbol of death works normally.

As a default, a symbol of death is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol of death can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a symbol of death's triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a symbol of death to render it inoperative triggers it if the symbol reacts to touch. You can't use a symbol of death offensively; for instance, a touch-triggered symbol of death remains untriggered if an item bearing the symbol of death is used to touch a creature. Likewise, a symbol of death cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a symbol of death can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

When scribing a symbol of death, you can specify a

## Symbol of Death (Cont.)

password or phrase that prevents a creature using it from triggering the symbol's effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the symbol of death, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a symbol of death cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own symbols of death, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a symbol with a Spellcraft check (DC 10 + the symbol's spell level). Of course, if the symbol is set to be triggered by reading it, this will trigger the symbol.

A symbol of death can be removed by a successful dispel magic targeted solely on the rune. An erase spell has no effect on a symbol of death. Destruction of the surface where a symbol of death is inscribed destroys the symbol but also triggers it.

Symbol of death can be made permanent with a permanency spell.

## Symbol of Death (Cont.)

A permanent symbol of death that is disabled or has affected its maximum number of hit points becomes inactive for 10 minutes, but then can be triggered again as normal.

Note: Magic traps such as symbol of death are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of death and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for symbol of death.

## Symbol of Insanity

8

School - enchantment/compulsion  
Casting Time - 10 minutes  
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)  
Range - 0 ft.; see text  
Effect - one symbol  
Duration - see text  
Saving Throw - Will negates; SR - yes

SOR / WIZ

This spell functions like symbol of death, except that all creatures within the radius of the symbol of insanity instead become permanently insane (as the insanity spell).

Unlike symbol of death, symbol of insanity has no hit point limit; once triggered, a symbol of insanity simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of insanity are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of insanity and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for symbol of insanity.

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## Sympathy

8

School - enchantment/compulsion  
Casting Time - 1 hour  
Components - V, S, M (a drop of honey and crushed pearls worth 1,500 gp)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one location (up to a 10-ft. cube/level) or one object  
Duration - 2 hours/level  
Saving Throw - Will negates; see text; SR - yes

SOR / WIZ

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 x 10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels antipathy.

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## Telekinetic Sphere

8

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M (a crystal sphere and a pair of small magnets)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - 1-ft.-diameter/level sphere, centered around creatures or objects  
Duration - 1 min./level  
Saving Throw - Reflex negates (object); SR - yes (object)

This spell functions like resilient sphere, but the creatures or objects caught inside the globe created by the spell are made nearly weightless. Anything contained within a telekinetic sphere weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

You can move the sphere, along with the objects and creatures it contains that weigh a total of 5,000 pounds or less, by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface. You can resume concentrating on your next turn or any later turn during the spell's duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

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## Temporal Stasis

8

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (powdered diamond, emerald, ruby, and sapphire dust worth 5,000 gp)  
Range - touch  
Target - creature touched  
Duration - permanent  
Saving Throw - Fortitude negates; SR - yes

You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow, and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful dispel magic spell or a freedom spell).

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## Trap the Soul

8

School - conjuration/summoning  
Casting Time - 1 standard action or see text  
Components - V, S, M (gem worth 1,000 gp per HD of the trapped creature)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - permanent; see text  
Saving Throw - see text; SR - yes; see text

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane, it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

**Spell Completion:** First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, the gem shatters.

**Trigger Object:** The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word,

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## Trap the Soul (Cont.)

automatically placing the creature's soul in the trap.

To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled.

A sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of spell resistance or a save.

## Undead Anatomy IV

8

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) (see text)

This spell functions as undead anatomy 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, lifesense 60 feet, low-light vision, scent, tremorsense 60 feet, breath weapon, constrict, DR 10/magic and silver, DR 15/bludgeoning and magic, fast healing 5, fiery death, fire aura, grab, incorporeal, jet, poison, pounce, rake, rend, roar, spikes, trample, trip, and web.

If the creature's form is incorporeal, the spell's duration is in rounds per level instead of minutes per level, and your bite and claw (or slam) attacks are incorporeal touch attacks. If the creature has immunity or resistance to any energy types, you gain resistance 30 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 mindaffecting effects, disease, poison, sleep, and stunning. If the form has a vulnerability to an attack (such as sunlight), you gain that vulnerability.

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## Undead Anatomy IV (Cont.)

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

**Large undead:** If the form you take is that of a Large undead, 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.

## Wall of Lava

8

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S, M/DF (a chunk of dried lava)  
Range - medium (100 ft. + 10 ft./level)  
Target - lava wall whose area is up to one 5-ft. square/level (S)  
Duration - 1 round/level (D)  
Saving Throw - see text; SR - no

This spell creates a vertical wall of lava that is 1 inch thick for every 4 caster levels and composed of up to one 5-foot square per level. A wall of lava's maximum height cannot exceed half of its width (with a minimum height of 5 feet). The wall cannot be conjured so that it occupies the same space as a creature or object. A section of a wall of lava can be destroyed by damage (hardness 4, hp 90), but if a section is destroyed, the remaining lava in the wall immediately fills in any such hole created, reducing the wall's overall size by one 5-foot square but remaining a contiguous barrier. Each time a weapon strikes a wall of lava, it takes 2d6 points of fire damage (or the creature who strikes the wall takes 2d6 fire damage if the attack was via an unarmed strike or natural attack).

A creature can move through a wall of lava as a full-round action by making a DC 25 Strength check-failure indicates that the creature is pushed back out of the wall to the point he just attempted to leave. A creature with a burrow speed can move through the wall using its burrow speed. An attempt to move through a wall of lava inflicts 20d6 fire damage. A wall of lava also radiates heat as if it were a wall of fire, although the heat from a wall of lava radiates from both

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## Wall of Lava (Cont.)

sides.

Once per round as a move action, you can direct the wall of lava to erupt. This causes a plume of lava to fire at any target within 60 feet of either side of the wall, but reduces the wall's overall size by 1d4 5-foot square sections. You must make a ranged touch attack to hit the target, which takes 10d6 points of fire damage on a hit. Holes created in a wall of lava from this effect instantly reseal, reducing the overall size of the wall.

All damage inflicted by physical contact with a wall of lava continues for 1d3 rounds after exposure ceases, but this additional damage is only half that dealt during actual contact (that is, 1d6 or 5d6 or 10d6 points per round).



## Astral Projection

9

School - necromancy  
Casting Time - 30 minutes  
Components - V, S, M (1,000 gp jacinth)  
Range - touch  
Target - you plus one additional willing creature touched per two caster levels  
Duration - see text  
Saving Throw - none; SR - yes

SOR / WIZ

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by an incorporeal silver cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things

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## Astral Projection (Cont.)

can destroy a silver cord. When a second body is formed on a different plane, the silver cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. This is a traumatic affair, however, and you gain two permanent negative levels if your second body or astral form is slain. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as dispel magic cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

When this spell ends, your astral body and all of its gear, vanishes.

## Clashing Rocks

9

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S  
Range - long (400 ft. + 40 ft./level)  
Effect - see text  
Duration - instantaneous  
Saving Throw - Reflex partial, see text; SR - no

SOR / WIZ

You create two Colossal-sized masses of rock, dirt, and stone and slam them together against a single creature between them. The clashing rocks appear up to 30 feet away from the target on opposite sides and rush toward it with a mighty grinding crash. You must make a ranged touch attack to hit the target with the rocks. The clashing rocks ignore concealment and cover, and if there is a solid barrier between the target and either of the clashing rocks, the spell has a +28 bonus on the Strength check to burst through the barrier and continue unimpeded to the target. A creature struck by the clashing rocks takes 20d6 points of bludgeoning damage and is knocked prone. If the target fails a Reflex saving throw, it is also buried under the resulting rubble as if by a cave-in (see Pathfinder RPG Core Rulebook 415).

If the clashing rocks miss the target, the target still takes 10d6 points of bludgeoning damage from falling rocks and is knocked prone. A successful Reflex save reduces this damage to half and the target remains standing. Creatures other than the target that occupy the spaces where the clashing rocks appear or within their path (30 feet wide, 30 feet high, and up to 60 feet long) must also make Reflex saves or take 10d6 points

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## Clashing Rocks (Cont.)

of bludgeoning damage and be knocked prone (save for half and remain standing). A creature can only take damage once from the clashing rocks, no matter how many times the clashing rocks pass over a target creature.

## Create Demiplane, Greater

9

School - conjuration/creation  
Casting Time - 6 hours  
Components - V, S, F (a forked metal rod worth at least 500 gp)  
Range - 0 ft.  
Effect - extradimensional demiplane, up to 20 10-ft. cubes/level (S)  
Duration - 1 day/level or instantaneous (see text)  
Saving Throw - none; SR - no

SOR / WIZ

This spell functions as create demiplane, except the area is larger and you can add more features to the plane. You can use this spell to expand a demiplane you created with lesser create demiplane or create demiplane (you do not need to create an entirely new plane using this spell), in which case it has a duration of 1 day/level. Alternatively, when cast within your demiplane, you may add to your demiplane (or remove from it) one of the following features (or any of the features described in create demiplane) with each casting of the spell, in which case it has an instantaneous duration.

**Energy:** Your plane gains the (minor) negative- or positive-dominant energy trait (see Elemental and Energy Traits, GameMastery Guide 186). A plane cannot have both the negative-dominant and positive-dominant energy traits.

**Magic:** Your plane gains the dead magic, enhanced magic, impeded magic, or wild magic planar trait (see Magic Traits, GameMastery Guide 187). If you selected dead magic, you are trapped within your plane unless it has a permanent planar portal (such as the portal feature, below). If you selected enhanced or impeded

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## Create Demiplane, Greater (Cont.)

magic, choose one type of magic to be enhanced or impeded, such as "effects with the fire descriptor or that manipulate fire" or "death spells and spells from the Death or Repose domains." A plane cannot be enhanced and impeded for the same kinds of spells.

**Morphic:** You may use move earth at will in your demiplane at one-tenth of the spell's normal casting time, and can reshape normal plants in the same manner (such as by twisting trees into a fence or humanlike shapes). You are even able to affect rock formations with this ability, though the casting time for this is only half normal.

**Portal:** Your demiplane gains a permanent gate to one location on another plane, which can only be used for planar travel. This location must be very familiar to you.

This gate is always open and usable from both sides, but you can secure it using normal means (such as by building a door around it).

**Time:** By default, time passes at the normal rate in your demiplane. By selecting this feature, you may make your plane have the erratic time, flowing time (half or double normal time), or timeless trait (see Time, GameMastery Guide 185).

You can make this spell permanent with the permanency spell, at a cost of 22,500 gp. If you have cast create greater demiplane multiple times to enlarge the demiplane, each casting's area requires its own permanency spell.

## Crushing Hand

9

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

SOR / WIZ

This spell functions as interposing hand, except that it can also grapple one opponent as grasping hand. Its CMB and CMD for grapple checks use your caster level in place of its base attack bonus, with a +12 bonus for its Strength score (35) and a +1 bonus for being Large (its Dexterity is 10, granting no bonus to the CMD). A crushing hand deals 2d6+12 points of damage on each successful grapple check against an opponent. The crushing hand can instead be directed to bull rush a target (as forceful hand), using the same bonuses outlined above, or it can be directed to interpose itself, as interposing hand does.

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## Cursed Earth

9

School - necromancy  
Casting Time - 10 minutes  
Components - V, S, M (powdered onyx 10,000 gp), DF  
Range - touch  
Area - 1-mile radius emanating from the touched point  
Duration - permanent  
Saving Throw - none (see text); SR - no

SOR / WIZ

You lay a terrible curse upon the land, blighting those who live and die there. Choose one of the following effects.

**Famine:** All normal plants in the area reduce their growth and food production by half, as if affected by the stunt growth effect of diminish plants.

**Living Death:** Any creatures of Small size or larger killed in the area rise as uncontrolled zombies 24 hours after their death, as do corpses buried in the area. Burning or dismembering the corpses prevents them from rising as zombies.

**Plague:** Every day at sundown, all creatures in the area must make a Fortitude save or catch one of the following diseases (your choice, decided at the time of casting): blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. This is a disease effect.

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## Dominate Monster

9

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

SOR / WIZ

This spell functions like dominate person, except that the spell is not restricted by creature type.

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## Energy Drain

9

School - necromancy  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - ray of negative energy  
Duration - instantaneous  
Saving Throw - Fortitude partial; see text for enervation; SR - yes

SOR / WIZ

This spell functions like enervation, except that the creature struck gains 2d4 temporary negative levels. Twenty-four hours after gaining them, the subject must make a Fortitude saving throw (DC = energy drain spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent.

An undead creature struck by the ray gains 2d4x5 temporary hit points for 1 hour.

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## Etherealness

9

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - touch; see text  
Target - you and one other touched creature per three levels  
Duration - 1 min./level  
SR - yes

SOR / WIZ

This spell functions like ethereal jaunt, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together. When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

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## Fiery Body

9

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

SOR / WIZ

This spell transforms your body into living flame. You and your equipment are immune to fire damage. In fact, every time you would normally take damage from fire, you are instead healed of damage at a rate of 1 point per 3 points of damage the fire attack would have normally inflicted. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells that affect your physiology or respiration. You take only half damage from acid or electricity. You take 150% as much damage from cold than normal.

You gain a +6 enhancement bonus to your Dexterity score and a fly speed of 40 ft. (perfect maneuverability). Your unarmed attack deals an additional 3d6 points of fire damage, and you are considered armed when making unarmed attacks. Your body burns so brightly that creatures who do not avert their gaze from you are dazzled. Fire spells you cast have their save DCs increased by +1. If you enter water, you are surrounded by a 5-foot radius of steam and bubbles that grant you concealment (50% miss chance) but you take 2d6 points of damage each round you remain in water.

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## Foresight

9

School - divination  
Casting Time - 1 standard action  
Components - V, S, M/DF (a hummingbird's feather)  
Range - personal or touch  
Target - see text  
Duration - 10 min./level  
Saving Throw - none or Will negates (harmless); SR - no or yes (harmless)

SOR / WIZ

This spell grants you a powerful sixth sense in relation to yourself or another. Once foresight is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and on Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

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## Freedom

9

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

SOR / WIZ

The subject is freed from spells and effects that restrict movement, including binding, entangle, grappling, imprisonment, maze, paralysis, petrification, pinning, sleep, slow, stunning, temporal stasis, and web. To free a creature from imprisonment or maze, you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the maze.

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## Gate

9

School - conjuration/creation or calling  
Casting Time - 1 standard action  
Components - V, S, M (see text)  
Range - medium (100 ft. + 10 ft./level)  
Effect - see text  
Duration - instantaneous or concentration (up to 1 round/level); see text  
Saving Throw - none; SR - no

SOR / WIZ

Casting a gate spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction.

Second, you may then call a particular individual or kind of being through the gate.

The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice) oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

A gate has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

Planar Travel: As a mode of planar travel, a gate spell functions much like a plane shift spell, except that the gate opens precisely at the point you desire (a creation

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## Gate (Cont.)

effect). Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you-anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel.

You may hold the gate open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed.

Calling Creatures: The second effect of the gate spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the gate to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creatures. This use of the spell has a material cost of 10,000 gp in rare incense and offerings. This cost is in addition to any cost that must be paid to the called creatures.

If you choose to call a kind of creature instead of a known individual, you may call either a single creature or several creatures.

In either case, their total HD cannot exceed twice your caster level. In the case of a single creature, you can control it if its HD does not exceed your caster level. A creature with more HD than your caster level can't be controlled.



## Gate (Cont.)

Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the lesser planar ally spell for appropriate rewards. Some creatures may want their payment in "livestock" rather than in coin, which could involve complications.

Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

Note: When you use a calling spell such as gate to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

## Heroic Invocation

9

School - enchantment/compulsion  
Casting Time - 10 minutes  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one or more creatures, no two of which can be more than 30 ft. apart  
Duration - 10 minutes/level  
Saving Throw - Will negates (harmless); SR - yes (harmless)

Using worlds of ancient power, you bestow heroic powers on all creatures subject to this spell. They gain a +4 morale bonus on attack and damage rolls, gain 2d8+4 temporary hit points, and become immune to both fear and charm effects for the spell's duration. At the end of the spell's duration, the subjects become fatigued.

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

## Hold Monster, Mass

9

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail)  
Range - medium (100 ft. + 10 ft./level)  
Target - one or more creatures, no two of which can be more than 30 ft. apart  
Duration - 1 round/level; see text  
Saving Throw - Will negates; see text; SR - yes

This spell functions like hold person, except that it affects multiple creatures and holds any living creature that fails its Will save.

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## Icy Prison, Mass

9

School - evocation  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (10 ft. + 10 ft./level)  
Target - one creature/level, no two of which can be more than 30 ft. apart.  
Duration - 1 minute/level; see text  
Saving Throw - Reflex partial; SR - yes

This spell functions as icy prison, except as noted above.

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## Imprisonment

9

School - abjuration  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - instantaneous  
Saving Throw - Will negates; see text; SR - yes

When you cast imprisonment and touch a creature, it is entombed in a state of suspended animation (see the temporal stasis spell) in a small sphere far beneath the surface of the ground. The subject remains there unless a freedom spell is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a locate object spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but discern location does. A wish or miracle spell will not free the recipient, but will reveal where it is entombed. If you know the target's name and some facts about its life, the target takes a -4 penalty on its save.

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## Interplanetary Teleport

9

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 functions as teleport, except there is truly no range limit and you do not need to have seen your destination, though you must have a solid grasp of which world you wish to travel to ("the third planet from the sun" is an acceptable destination, but "a habitable world near that bright star" is not). If you have a specific location on a planet in mind, you arrive there without a chance of failure; otherwise you arrive at a location that would not immediately be life-threatening.

If no such safe landing zone exists on the world, such as someone attempting to travel into the sun without the proper precautions in place, the spell simply fails.

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## Mage's Disjunction

9

School - abjuration  
Casting Time - 1 standard action  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Area - all magical effects and magic items within a 40-ft.-radius burst, or one magic item (see text)  
Duration - 1 minute/level  
Saving Throw - Will negates (object); SR - no

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined.

That is, spells and spell-like effects are unraveled and destroyed completely (ending the effect as a dispel magic spell does), and each permanent magic item must make a successful Will save or be turned into a normal item for the duration of this spell.

An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher. If an item's saving throw results in a natural 1 on the die, the item is destroyed instead of being suppressed.

You also have a 1% chance per caster level of destroying an antimagic field. If the antimagic field survives the disjunction, no items within it are disjoined.

You can also use this spell to target a single item. The item gets a Will save at a -5 penalty to avoid being permanently destroyed. Even artifacts are subject to mage's disjunction, though there is only a 1% chance

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## Mage's Disjunction (Cont.)

per caster level of actually affecting such powerful items. If successful, the artifact's power unravels, and it is destroyed (with no save). If an artifact is destroyed, you must make a DC 25 Will save or permanently lose all spellcasting abilities. These abilities cannot be recovered by mortal magic, not even miracle or wish. Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.



## Meteor Swarm

9

School - evocation  
Casting Time - 1 standard action  
Components - V, S  
Range - long (400 ft. + 40 ft./level)  
Area - four 40-ft.-radius spreads, see text  
Duration - instantaneous  
Saving Throw - none or Reflex half, see text; SR - yes

Meteor swarm is a very powerful and spectacular spell that is similar to fireball in many aspects. When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by a sphere takes 2d6 points of bludgeoning damage (no save) and takes a -4 penalty on the saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one sphere at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. Despite stemming from separate spheres, all of the fire damage is added together after the saves have been made, and fire resistance is applied only once.

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## Mind Blank, Communal

9

School - abjuration  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - 24 hours  
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like mind blank, except you divide the duration in 1-hour increments among the creatures touched.

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## Overwhelming Presence

9

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M (a swan feather)  
Range - medium (100 ft. + 10 ft./level)  
Target - one creature/level, no two of which can be more than 30 ft. apart  
Duration - 1 round/level  
Saving Throw - Will negates, see text; SR - yes

Your presence inspires incredible awe in those nearby. A creature that fails a save against this spell falls to the ground and prostrates itself before you, believing it bows before a divine presence. A flying creature incapable of hovering must land immediately in order to prostrate itself. These creatures are considered to be helpless for the duration of the spell.

Each round on its turn, a target of this spell may attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity. A creature that recovers from this spell early after being affected by it for at least 1 round takes 1d6 points of Wisdom drain and is staggered for 1d4 rounds. A creature that makes the initial save to resist this spell is merely staggered for 1 round.

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## Power Word Kill

9

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature with 100 hp or less  
Duration - instantaneous  
Saving Throw - none; SR - yes

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by power word kill.

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## Prismatic Sphere

9

School - abjuration  
Casting Time - 1 standard action  
Components - V  
Range - 10 ft.  
Effect - 10-ft.-radius sphere centered on you  
Duration - 10 min./level (D)  
Saving Throw - see text; SR - see text

This spell functions like prismatic wall, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum.

The sphere's blindness effect on creatures with less than 8 HD lasts 2d4 x 10 minutes.

You can pass into and out of the prismatic sphere and remain near it without harm. When you're inside it, however, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe exists, since you are at the center of the sphere, so the lower half is usually occluded by the floor surface you are standing on.

The colors of the sphere have the same effects as the colors of a prismatic wall.

Prismatic sphere can be made permanent with a permanency spell.

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## Refuge

9

School - conjuration/teleportation  
Casting Time - 1 standard action  
Components - V, S, M (a prepared object worth 1,500 gp)  
Range - touch  
Target - object touched  
Duration - permanent until discharged  
Saving Throw - none; SR - no

When you cast this spell, you create powerful magic in a specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is so enhanced, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar or animal companion that is touching the subject).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the refuge spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

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## Ride the Lightning

9

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

You may transform into lightning as a standard action and instantly travel in a straight line to a distance of up to 120 feet, rematerializing in the new location as a free action. This movement does not provoke attacks of opportunity. Creatures in this line take 10d6 points of electrical damage and are staggered for 1 round (a successful Reflex save halves the damage and negates the staggered condition, spell resistance applies).

Objects in your path are damaged as well, with combustible objects being set ablaze and metals with low melting points melted. If your path is interrupted by a barrier or otherwise deflected, you materialize short of your final destination in the nearest open space; targets in the line to that point take damage as normal. You are immune to electricity while this spell lasts.

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## Shades

9

School - illusion/shadow  
Casting Time - 1 standard action  
Components - V, S  
Range - see text  
Effect - see text  
Duration - see text  
Saving Throw - Will disbelief (if interacted with); varies; see text; SR - yes; see text

This spell functions like shadow conjuration, except that it mimics conjuration spells of 8th level or lower. The illusory conjurations created deal four-fifths (80%) damage to nonbelievers, and nondamaging effects are 80% likely to work against nonbelievers.

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## Shapechange

9

School - transmutation/polymorph  
Casting Time - 1 standard action  
Components - V, S, F (jade circlet worth 1,500 gp)  
Range - personal  
Target - you  
Duration - 10 min./level

SOR / WIZ

This spell allows you to take the form of a wide variety of creatures. This spell can function as alter self, beast form IV, elemental body IV, form of the dragon III, giant form II, and plant shape III depending on what form you take. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action.

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## Soul Bind

9

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, F (see text)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - corpse  
Duration - permanent  
Saving Throw - Will negates; SR - no

SOR / WIZ

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through clone, raise dead, reincarnation, resurrection, true resurrection, or even a miracle or a wish. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

The focus for this spell is a black sapphire of at least 1,000 gp value for every HD possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or HD as such, the value of the gem needed to trap an individual can be researched.)

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## Suffocation, Mass

9

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (a vial containing a bit of the caster's breath)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature/2 levels (no two of which may be more than 30 feet apart)  
Duration - 1 round/level  
Saving Throw - Fortitude partial; SR - yes

SOR / WIZ

This spell functions as suffocation except as noted above. Note that the duration of this spell is much longer, forcing those suffering from the effect to make far more Fortitude saves to stave off eventual suffocation.

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## Summon Monster IX

9

School - conjuration/summoning  
Casting Time - 1 round  
Components - V, S, F/DF (a tiny bag and a small candle)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - one summoned creature  
Duration - 1 round/level  
Saving Throw - none; SR - no

SOR / WIZ

This spell functions like summon monster I, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

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## Symbol of Strife

9

School - enchantment/compulsion  
Casting Time - 10 minutes  
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 15,000 gp)  
Range - 0 ft.; see text  
Effect - one symbol  
Duration - see text  
Saving Throw - Will negates; SR - yes

SOR / WIZ

This spell functions as symbol of death, except all creatures within the radius of a symbol of strife are compelled to attack the nearest conscious creature for 1 round per caster level (similar to the "attack nearest creature" result of the confusion spell), even after leaving the symbol's area of effect. If no other creatures are visible, an affected creature can act normally. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of strife can be made permanent with a permanency spell by a caster of 18th level or higher for the cost of 25,000 gp.

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## Symbol of Vulnerability

9

School - abjuration  
Casting Time - 10 minutes  
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 15,000 gp)  
Range - 0 ft.; see text  
Effect - one symbol  
Duration - see text  
Saving Throw - none; SR - no

SOR / WIZ

This spell functions as symbol of death, except it saps the defenses of all creatures within 60 feet. Affected creatures receive a -4 penalty to spell resistance and a -4 penalty on saving throws, and energy resistances and damage reduction (if any) are reduced by 10 each (to a minimum of 0). Once triggered, the symbol remains active for 10 minutes per level.

The effects last as long as the creature is within 60 feet of the symbol, and for 1 round per caster level afterward.

Symbol of vulnerability can be made permanent with a permanency spell by a caster of 18th level or higher for the cost of 25,000 gp.

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## Teleportation Circle

9

School - conjuration/teleportation  
Casting Time - 10 minutes  
Components - V, M (amber dust to cover circle worth 1,000 gp)  
Range - 0 ft.  
Effect - 5-ft.-radius circle that teleports those who activate it  
Duration - 10 min./level  
Saving Throw - none; SR - yes

SOR / WIZ

You create a circle on the floor or other horizontal surface that teleports, as greater teleport, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

Teleportation circle can be made permanent with a permanency spell. A permanent teleportation circle that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Magic traps such as teleportation circle are hard to detect and disable. A character with the trapfinding class feature can use the Disable Device to disarm magic traps. The DC in each case is 25 + spell level, or 34 in the case of teleportation circle.

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## Time Stop

9

School - transmutation  
Casting Time - 1 standard action  
Components - V  
Range - personal  
Target - you  
Duration - 1d4+1 rounds (apparent time); see text

SOR / WIZ

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the time stop is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the time stop have their normal effects on other creatures once the time stop ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while time stop lasts. You cannot enter an area protected by an antimagic field while under the effect of time stop.

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## Transmute Blood To Acid

9

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (a wax doll and a vial of acid worth 10 gp)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature  
Duration - concentration (maximum 1 round/5 levels)  
Saving Throw - Fortitude half; SR - yes

SOR / WIZ

You transmute blood in the target's body to acid, dealing 1d6 points of acid damage/2 levels (maximum 12d6) each round.

The creature is staggered and sickened by the debilitating pain. A successful Fortitude save each round halves the damage and negates the staggered condition for 1 round. If this damage reduces the creature to 0 or fewer hit points, it dissolves, leaving only the barest trace of remains. A dissolved creature's equipment is unaffected.

Anyone who strikes the target with a non-reach melee weapon, natural weapon, or unarmed attack takes 3d6 points of acid damage as the acidic blood sprays on the attacker. If the attack is from a piercing or slashing manufactured weapon, the weapon also takes this damage.

This spell has no effect on creatures immune to critical hits or bleed effects.

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## Tsunami

9

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S  
Range - long (400 ft. + 40 ft./level)  
Effect - 10-ft.-deep wave 10 ft. wide/level and 2 ft. tall/level  
Duration - 5 rounds  
Saving Throw - see text; SR - no

SOR / WIZ

You create a massive wave of water that then moves in a straight line across water or land-you select the direction the wave travels (which must be perpendicular to its width), but once set in motion, the wave cannot change course. Over the surface of open water, the wave travels at a speed of 60 feet per round-on land or underwater, the wave travels at a speed of 30 feet per round.

Creatures struck by a tsunami take 8d6 points of bludgeoning damage (a Fortitude save halves this damage).

In addition, the tsunami makes a special CMB check against any creature it strikes-the wave's CMB is equal to your caster level + your relevant spellcasting ability score modifier (whichever is highest) + 8 (for the wave's size). If this CMB check defeats a creature's CMD, the creature is knocked prone and carried along by the wave. A creature carried along by a tsunami can attempt to escape the wave on its turn as a standard action by making a CMB or Swim check opposed by the wave's CMB check-if a creature fails to escape, it takes another 6d6 points of bludgeoning damage (Fortitude save for half) and continues being carried along by the

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## Tsunami (Cont.)

wave.

Objects struck by a tsunami are swept up if they are Huge or smaller and are carried along by the wave, deposited in a pile at the end of the wave's journey. Gargantuan or larger objects, as well as structures or objects firmly attached to the ground, take 8d6 points of bludgeoning damage when a tsunami passes through its space-if this is enough to destroy the object or structure, the remains are carried along by the wave. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Freedom of movement prevents a creature from being carried along by a tsunami but does not prevent damage caused by it hitting a creature.

A solid barrier that is taller than the tsunami that is not destroyed by the wave stops that portion of the wave from continuing onward, leaving a gap in the wave as the rest of it continues forward.

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## Wail of the Banshee

9

School - necromancy  
Casting Time - 1 standard action  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature/level within a 40-ft.-radius spread  
Duration - instantaneous  
Saving Throw - Fortitude negates; SR - yes

SOR / WIZ

When you cast this spell, you emit a terrible, soul-chilling scream that possibly kills creatures that hear it (except for yourself). The spell affects up to one creature per caster level, inflicting 10 points of damage per caster level. Creatures closest to the point of origin are affected first.

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## Wall of Suppression

9

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M (powdered adamantine worth 1,000 gp)  
Range - medium (100 ft. + 10 ft./level)  
Effect - anti-magic wall occupying up to two 5 ft. cubes/level (S)  
Duration - 10 minutes/level; see text  
Saving Throw - none; SR - no

SOR / WIZ

You create a wall of glittering motes that suppresses or even negates any magical effect passing through it. The wall appears to have no actual substance and does not physically obstruct or impede anything attempting to move through it. However, the wall exerts a powerful anti-magical effect.

Any magic item or magical spell or effect of your caster level or lower that passes through the wall is suppressed for 1 round per level. Spells or effects with durations expire normally, even while thus suppressed. A spell or with a duration greater than that of the suppression resumes functioning normally when the suppression ends.

The wall affects all magical effects, including spells, spelllike abilities, magical items, and any effects stemming from them that pass through the wall. The wall does not suppress a creature's ability to cast spells, use spell-like abilities, or any other sort of limited-use abilities even if the wall suppresses a particular application of those abilities. However, if a creature with magical abilities that are constant or otherwise always active passes through the wall, those abilities are suppressed for the normal duration.

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## Wall of Suppression (Cont.)

The wall blocks line of effect, so no spell or effect can pass through the wall, but it does not block line of sight. Magic items or spell effects with a higher caster level than yours are unaffected by the wall of suppression. The wall does not affect artifacts, anything stemming from the direct action of a deity, or similarly powerful sorts of magic.

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## Weird

9

School - illusion/phantasm  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Target - any number of creatures, no two of which can be more than 30 ft. apart  
Duration - instantaneous  
Saving Throw - Will disbelief, then Fortitude partial; see text; SR - yes

SOR / WIZ

This spell functions like phantasmal killer, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes.

If a subject's Fortitude save succeeds, it still takes 3d6 points of damage and is stunned for 1 round. The subject also takes 1d4 points of Strength damage.

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## Winds of Vengeance

9

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

SOR / WIZ

You surround yourself with a buffeting shroud of supernatural, tornado-force winds. These winds grant you a fly speed of 60 feet with perfect maneuverability. Neither your armor nor your load affects this fly speed. The winds shield you from any other wind effects, and form a shell of breathable air around you, allowing you to fly and breathe underwater or in outer space.

Ranged weapons (including giant-thrown boulders, siege weapon projectiles, and other massive ranged weapons) passing through the winds are deflected by the winds and automatically miss you. Gases and most gaseous breath weapons cannot pass through the winds.

In addition, when a creature hits you with a melee attack, you can shape your winds so they lash out at that creature as an immediate action. The creature must make a Fortitude saving throw or take 5d8 points of bludgeoning damage and be knocked prone (if on the ground). On a failed save, Huge flying creatures are checked and Large-sized or smaller flying creatures are blown away instead of knocked prone (see page 439 of the Pathfinder RPG Core Rulebook for more information).

On a successful save, the damage is halved and the creature is not knocked prone (or checked or blown away).

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## Wish

9

School - universal  
Casting Time - 1 standard action  
Components - V, S, M (diamond worth 25,000 gp)  
Range - see text  
Area - see text  
Effect - see text  
Target - see text  
Duration - see text  
Saving Throw - none; see text; SR - yes

**Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you. Even wish, however, has its limits. A wish can produce any one of the following effects.**

**Duplicate any sorcerer/wizard spell of 8th level or lower, provided the spell does not belong to one of your opposition schools.**

**Duplicate any non-sorcerer/wizard spell of 7th level or lower, provided the spell does not belong to one of your opposition schools.**

**Duplicate any sorcerer/wizard spell of 7th level or lower, even if it belongs to one of your opposition schools.**

**Duplicate any non-sorcerer/wizard spell of 6th level or lower, even if it belongs to one of your opposition schools.**

**Undo the harmful effects of many other spells, such as geas/ quest or insanity.**

**Grant a creature a +1 inherent bonus to an ability**

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## Wish (Cont.)

score. Two to five wish spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 inherent bonus, three wishes for a +3 inherent bonus, and so on).

Inherent bonuses are instantaneous, so they cannot be dispelled.

Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.

Remove injuries and afflictions. A single wish can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same wish.

Revive the dead. A wish can bring a dead creature back to life by duplicating a resurrection spell. A wish can revive a dead creature whose body has been destroyed, but the task takes two wishes: one to recreate the body and another to infuse the body with life again. A wish cannot prevent a character who was brought back to life from gaining a permanent negative level.

Transport travelers. A wish can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

Undo misfortune. A wish can undo a single recent event.

## Wish (Cont.)

The wish forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

You may try to use a wish to produce greater effects than these, but doing so is dangerous. (The wish may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment, at the GM's discretion.) Duplicated spells allow saves and spell resistance as normal (but save DCs are for 9th-level spells).

When a wish duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component (in addition to the 25,000 gp diamond component for this spell).

## Wooden Phalanx

9

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Effect - three or more wood golems, no two of which can be more than 30 ft. apart (see text)  
Duration - 1 hour/level (D)  
Saving Throw - none; SR - no

**You create 1d4+2 wood golems with the advanced template (Bestiary 164, 294). The golems willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. You can only have one wooden phalanx spell in effect at one time.**

**If you cast this spell while another casting is still in effect, the previous casting is dispelled.**

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## World Wave

9

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, DF  
Range - see text  
Effect - see text  
Duration - 1 round/level or 1 hour/level; see text (D)  
Saving Throw - none; SR - yes

**You cause any sort of natural terrain (including water, forest, desert, tundra, and so on) to surge beneath your feet and safely propel you with devastating force over great distances. This wave of terrain undulates as it passes over the world, harmlessly lifting or stretching objects, creatures, and phenomena with a connection to nature but tearing through and damaging anything else it encounters. When you cast the spell you must choose the wave's type, either a tsunami or a swell. If you choose a tsunami, you create a 30-foot-high tidal wave of earth or water hurtling across the landscape that lasts for 1 round per level. If you choose a swell, you create a more controlled and gentle 5-foot-high wave that lasts for 1 hour per level. Regardless of its form or composition, the crest of the wave extends 10 feet in front of and behind you, and 5 feet per level to both your left and right. You can stand or sit on the crest of this wave without any fear of falling off it and can even lie down and sleep (or take any other actions you could take if standing on solid ground) as it travels. You can grant up to one additional creature per level the ability to safely accompany you on this wave.**

**When you first create the wave, you must choose its path by facing the direction you wish it to travel. Once**

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## World Wave (Cont.)

you make this decision, you cannot change it. The wave, in either version, moves at eight times your base land speed. Any object, creature, or phenomena strongly connected to, or a part of, the natural world simply rises up and down with the wave as it passes, taking no damage or injury. However, anything else coming into contact with the wave takes either 6d6 points of bludgeoning damage (if the tsunami) or 1d6 points of bludgeoning damage (if the swell).

The wave damages any manufactured object or structure. On the Material Plane, it also damages any creature of the aberration, construct, outsider, or undead type, or with the extraplanar subtype. Creatures with the construct or undead type take double damage from the wave. Other creatures, or creatures with even one druid class level (regardless of their type), are considered a part of the natural world and are unaffected by the wave. Note that on other planes of existence, what is considered to be a part of the natural world may vary at the GM's discretion.

The wave can travel up or down the sides of natural features so long as it does not exceed a 45-degree angle. You cannot alter the dimensions of the wave as it travels. If the wave encounters terrain that it cannot incorporate into itself, the wave simply flows over or around the obstacle (creatures riding the wave are harmlessly displaced to the side to avoid the obstacle) unless the terrain occupies one-half or more of the area of the wave's crest. In such cases the spell ends in 1d6 rounds as the wave falters and collapses, unless its duration would normally cause it to expire prior to that.

The momentum of the wave carries you forward through this new terrain without any injury until it collapses, at which

## World Wave (Cont.)

point you suffer the normal effects of the terrain in which you are deposited. Terrain the wave cannot incorporate includes anything primarily made from fire (such as lava), air (such as an open cliff face), or something man-made (such as a city).

You can only create the wave if standing on the ground. You cannot create it when underground or on terrain that it cannot incorporate.