

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

ALCHEMIST

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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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)

ALCHEMIST

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

ALCHEMIST

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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Bomber's Eye

1

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

ALCHEMIST

This extract allows you to throw weapons farther and more accurately. While this extract is in effect, increase the range of any thrown weapon by 10 feet. In addition, you receive a +1 insight bonus on attack rolls made with thrown weapons.

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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

ALCHEMIST

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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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)

ALCHEMIST

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

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Cure Light Wounds

1

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

ALCHEMIST

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

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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

ALCHEMIST

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

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.

Disguise Self

1

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

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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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)

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

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

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

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

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

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Enlarge Person (Cont.)

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

Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

Expeditious Retreat

1

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

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

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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

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

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

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Jump

1

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

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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Keen Senses

1

School - transmutation
Casting Time - 1 standard action
Components - V, M/DF (a hawk's feather)
Range - touch
Target - creature touched
Duration - 1 minute/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

The subject gains a +2 competence bonus on Perception checks and gains low-light vision. Subjects that have low-light vision double the distance they can see under the effects of 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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Negate Aroma

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a pinch of alum)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature or object/level touched
Duration - 1 hour/level (D)
Saving Throw - Fortitude negates; SR - yes

With a gesture, this spell allows you to dismiss even the foulest or most distinctive scents. When cast, the targeted creatures or objects lose all natural and unnatural odors. A creature under the effect of negate aroma cannot be tracked, located, or pinpointed by the scent special quality. In addition, this spell prevents the target creature from using the stench special ability and similar odor-based abilities (such as those possessed by troglodytes).

Negate aroma does not prevent the target from acquiring outside smells or odors. Dowsing the creature with a pungent substance effectively negates the benefits of the spell until the substance is neutralized or washed away.

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Polypurpose Panacea

1

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

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.

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.

See Alignment

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

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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Shield

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

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

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

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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Stone Fist

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

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

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

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Targeted Bomb Admixture

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

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formula with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new one becomes active. When you throw bombs, they can only hit a direct target; they do not splash. However, the bomb deals its base damage plus double your Intelligence modifier instead of just its base damage plus your Intelligence modifier.

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Touch of the Sea

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)

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

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

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

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

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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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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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Ablative Barrier

2

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

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

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Acute Senses

2

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

The target gains a +10 enhancement bonus on Perception checks. The bonus increases to +20 at caster level 8th, and +30 (the maximum) at caster level 16th.

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Aid

2

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

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).

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Alchemical Allocation

2

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

This extract causes a pale aura to emanate from your mouth.

If you consume a potion or elixir on the round following the consumption of this extract, you can spit it back into its container as a free action. You gain all the benefits of the potion or elixir, but it is not consumed. You can only gain the benefits of one potion or elixir in this way per use of this extract.

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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

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

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

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

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Animal Aspect

2

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

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

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Animal Aspect (Cont.)

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

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)

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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Barkskin

2

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

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level.

The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

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

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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Blistering Invective

2

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - personal
Area - 30-ft. radius
Duration - instantaneous
Saving Throw - Reflex partial, see text; SR - special, see below

You unleash an insulting tirade so vicious and spiteful that enemies who hear it are physically scorched by your fury. When you cast this spell, make an Intimidate check to demoralize each enemy within 30 feet of you (see page 99 of the Pathfinder RPG Core Rulebook). Enemies that are demoralized this way take 1d10 points of fire damage and must succeed at a Reflex save or catch fire. Spell resistance can negate the fire damage caused by this spell, but does not protect the creature from the demoralizing effect.

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

Blood Transcription

2

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

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

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Blur

2

School - illusion/glamour
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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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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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.

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

Cure Moderate Wounds

2

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

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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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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 Poison

2

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

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

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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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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 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.

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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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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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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Ghostly Disguise

2

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

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.

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Heroic Fortune

2

School - evocation
Casting Time - 1 standard action
Components - V, S, DF, M (diamond dust worth 100 gp)
Range - touch
Target - creature touched
Duration - 1 round/level
Saving Throw - Will negates (harmless); SR - no

This spell grants 1 hero point to the target. This hero point must be spent before the duration expires, or it is lost. The bonus hero point is spent before any other hero points the target might possess.

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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.

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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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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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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

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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Perceive Cues

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a drop of water)
Range - personal
Target - you
Duration - 10 minutes/level

Your senses become preternaturally keen, and you gain insight into subtle behavioral cues. For the duration of the spell, you receive a +5 competence bonus on Perception and Sense Motive checks.

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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)

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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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)

ALCHEMIST

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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Restoration, Lesser

2

School - conjuration/healing
Casting Time - 3 rounds
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

ALCHEMIST

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

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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

ALCHEMIST

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.

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Shadow Bomb Admixture

2

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 round/level
Saving Throw - special, see below; SR - special, see below

ALCHEMIST

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formula with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new one becomes active. When you throw a bomb and hit a direct target, a shadowy substance is released from the bomb covering the direct target and up to three creatures that take damage from the bomb's splash (alchemist's choice). The affected creatures must successfully make a Fortitude saving throw, or they gain concealment but treat all other creatures as having concealment for the duration of the shadow bomb admixture. This effect does not ignore spell resistance.

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Skinsend

2

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

ALCHEMIST

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.

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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)

ALCHEMIST

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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Touch Injection

2

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

ALCHEMIST

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.

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

Transmute Potion to Poison

2

School - transmutation
Casting Time - 1 standard action
Components - S
Range - personal
Target - you
Duration - 1 round then 1 minute/level; see text

ALCHEMIST

This extract causes you to take on a pale, sickly pallor for 1 round. During this time, if you consume a potion, it has no effect. Instead, your mouth fills with a vile poison that you can spit onto a weapon as a free action. If you do not spit out the poison in 1 round, it affects you instead. The effect of the poison depends on the level of spell contained in the potion consumed (see sidebar). If the poison is not used within 1 minute per caster level it becomes inert. You can only create one dose of poison in this way per casting of this spell.

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

Undetectable Alignment

2

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature or object
Duration - 24 hours
Saving Throw - Will negates (object); SR - yes (object)

ALCHEMIST

An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.

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

Vomit Swarm

2

School - conjuration/summoning
Casting Time - 1 standard action
Components - S
Range - personal
Effect - one swarm of spiders
Duration - 1 round/level

ALCHEMIST

You vomit forth a swarm of spiders (Bestiary, page 258) that attacks all other creatures within its area. The swarm begins adjacent to you, but if no living creatures are within its area, it moves in one direction of your choosing at its normal speed.

You can move the swarm or change the swarm's direction by spending a standard action to concentrate on the swarm, otherwise it continues moving in its current direction. If your caster level is at least 7th, you can vomit forth a swarm of wasps instead (Bestiary 275). Finally, if your caster level is at least 13th, you can vomit forth a swarm of army ants (Bestiary 16).

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

Absorb Toxicity

3

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

ALCHEMIST

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.

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

Absorbing Touch

3

School - transmutation
Casting Time - 1 standard action
Components - S
Range - touch
Target - object touched
Duration - 1 day/level (D)
Saving Throw - Fortitude negates (object); SR - no

ALCHEMIST

You absorb the next object your hand touches into your body. If you are already holding an object, you can attempt to absorb it; otherwise, you may touch an object as a standard action separate from casting the spell. You can absorb any nonmagical, nonliving object weighing no more than 1 pound per caster level. A container and its contents count as a single object. Objects in the possession of another creature receive a Fortitude saving throw to prevent absorption. You may continue to attempt to absorb objects until one is absorbed.

An absorbed object melds with your hand and cannot be targeted, but the object's weight still counts against your carrying capacity. If you dismiss the spell, the item appears in the hand that absorbed it, or falls to the ground if that hand is full. Multiple castings let you absorb additional items, but you can only store a single item per hand.

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

Age Resistance, Lesser

3

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

ALCHEMIST

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 age-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.

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

Amplify Elixir

3

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

ALCHEMIST

This extract greatly enhances the effects of any potion or elixir you consume. For the duration of this extract, any potion or elixir you consume is treated as if it were empowered. Increase all variable numeric effects of the potion or elixir by half. If the potion or elixir does not have any variable numeric effects, it is instead treated as if it were extended (double the duration of the potion or elixir). If the potion or elixir does not have any variable numeric effects, or has an instantaneous duration, amplify elixir has no effect. Amplify elixir affects oils that target you, but it has no effect on oils that target your equipment.

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

Animal Aspect, Greater

3

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

ALCHEMIST

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.

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

Arcane Sight

3

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

ALCHEMIST

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.

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

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

ALCHEMIST

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.

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

Bloodhound

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a drop of blood and a pinch of cinnamon)
Range - personal
Target - you
Duration - 1 hour/level

ALCHEMIST

You gain the scent special quality, including the ability to track by scent. You receive a +8 competence bonus on Perception checks involving smell and a +4 competence bonus on Survival checks to track using scent. You take a -4 penalty on saving throws against odor-related effects such as the stench ability and stinking cloud. A creature under the effects of bloodhound can detect poison by scent with a DC 20 Perception check.

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

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)

ALCHEMIST

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.

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

Burst of Speed

3

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

ALCHEMIST

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

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

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)

ALCHEMIST

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.

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

Cure Serious Wounds

3

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

ALCHEMIST

This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).

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

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)

ALCHEMIST

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

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

Delay Poison, Communal

3

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

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

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

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)

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.

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

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)

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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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

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.

Endure Elements, Communal

3

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.

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

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.

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

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)

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.

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

Gaseous Form

3

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

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

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

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

Haste

3

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

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

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

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

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

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)

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.

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

Lightning Lash Bomb Admixture

3

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 round/level
Saving Throw - special, see below; SR - special, see below

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formulae with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and those of the new one become active. When you throw a bomb and hit a direct target, lashes of electrical energy are released from the bomb, coalescing on the bomb's direct target and up to three creatures that take damage from the bomb's splash (alchemist's choice). Those affected by the electricity must succeed at a Reflex saving throw or take 1d6 points of electrical damage each time they take a move action to move more than 5 feet for the duration of the effect. This effect does not ignore spell resistance.

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

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.

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

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.

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

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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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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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

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 to a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

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

Remove Blindness/Deafness

3

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

Remove blindness/deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove blindness/deafness counters and dispels blindness/deafness.

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

Remove Curse

3

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)

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.

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

Remove Disease

3

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others.

Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

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

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

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.

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

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)

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

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

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.

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

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.

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

Thorn Body

3

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

This spell causes spines to grow from your exposed skin, damaging creatures that strike you. Any creature striking you with a melee weapon, an unarmed strike, or a natural weapon takes 1d6 points of piercing damage +1 point per caster level (maximum +15). Creatures using melee weapons with reach are unaffected by this spell. Creatures that successfully grapple you take 2d6 points of piercing damage +1 point per caster level (maximum +15). In addition, your natural attacks and unarmed strikes deal an additional 1d6 points of piercing damage.

Thorns created by this spell persist through any new physical shape or form you assume, such as via wildshape or any polymorph effect.

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

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

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.

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

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)

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

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

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

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

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

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)

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

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

Age Resistance

4

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

This spell functions as lesser age resistance, except you ignore the Strength, Dexterity, and Constitution penalties gained at middle age and old age.

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

Air Walk

4

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature (Gargantuan or smaller) touched
Duration - 10 min./level
Saving Throw - none; SR - yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed.

A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

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 in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field.

You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

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

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

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.

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

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

ALCHEMIST

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.

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

Cure Critical Wounds

4

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

ALCHEMIST

This spell functions like cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).

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

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)

ALCHEMIST

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

Death Ward

4

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

ALCHEMIST

The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy.

This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

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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

ALCHEMIST

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.

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

Discern Lies

4

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

ALCHEMIST

Each round, you concentrate on one target, who must be within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, you may concentrate on a different target.

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

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

ALCHEMIST

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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Echolocation

4

School - transmutation
Casting Time - 1 standard action
Components - V
Range - personal
Target - you
Duration - 10 minutes/level

ALCHEMIST

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.

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

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

ALCHEMIST

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

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

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

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

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

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

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

ALCHEMIST

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.

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

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)

ALCHEMIST

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.

Fluid Form

4

School - transmutation
Casting Time - 1 standard action
Components - S, M (a mixture of oil and water)
Range - personal
Target - you
Duration - 1 minute/level

ALCHEMIST

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.

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

Freedom of Movement

4

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (a leather strip bound to the target), DF
Range - personal or touch
Target - you or creature touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

ALCHEMIST

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

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

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)

ALCHEMIST

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

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

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)

ALCHEMIST

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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Mutagenic Touch

4

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a whole fingernail)
Range - touch
Target - creature touched
Duration - special (see below)
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

ALCHEMIST

When you are under of the effects of your mutagen, you can cast this spell to safely pass it to another creature with a touch. You must make a successful touch attack against the target. On a hit, the effect of the mutagen passes to the target touched, though in a lesser form. The mutagen's effect ends for you, and passes on to the creature touched, but the target only gets half of the alchemical bonus to the physical ability modifier you chose when took the mutagen, and twice the penalty to the corresponding mental ability score. If the target's mental ability score drops below 3, the target is also confused for the remaining duration of the mutagen. The mutagen continues until the duration has ended. It can be ended earlier if the target drinks or is fed the contents of a vial of antitoxin, but with only 50% chance of success. You can use this spell on a mutagen with either the greater mutagen or advance mutagen discoveries. When you do, you always pass on half the alchemical bonus to physical abilities and twice the penalty to the mental ability score.

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

Neutralize Poison

4

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, M/DF (charcoal)
Range - touch
Target - creature or object of up to 1 cu. ft./level touched
Duration - instantaneous or 10 min./level; see text
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

ALCHEMIST

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option.

If cast on a creature, the creature receives a Will save to negate the effect.

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Spell Immunity

4

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

ALCHEMIST

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. A creature can have only one spell immunity or greater spell immunity spell in effect on it at a time.

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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)

ALCHEMIST

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 adamantite 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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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

ALCHEMIST

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

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

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

ALCHEMIST

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.

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

Universal Formula

4

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (quicksilver and powdered platinum worth 100 gp)
Range - personal
Target - you
Duration - instantaneous

ALCHEMIST

As you ingest this extract, it transforms into the appropriate extract for any formula you know of 3rd level or lower and takes effect immediately. If the chosen formula has an expensive material component, it must be provided along with the component for this formula. You may not create an infused extract with this formula.

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

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

ALCHEMIST

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.

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

Viper Bomb Admixture

4

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 round/level

ALCHEMIST

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formula with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new one becomes active. When you throw a bomb and hit a target directly, up to four vipers are released from the bomb. One viper attacks the target of the direct hit, and the other vipers attack up to three creatures that take damage from the splash damage. The vipers make melee touch attacks (using your base attack bonus + Intelligence modifier) and on a hit deal 1d4 + your Intelligence modifier damage, and the target is poisoned as if by a venomous snake (Pathfinder RPG Bestiary 255). Hit or miss, the conjured vipers disappear after they make the attack. The conjured snakes are not damaged or adversely affected by the bombs you throw.

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

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)

ALCHEMIST

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.

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

Age Resistance, Greater

5

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

ALCHEMIST

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.

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

Air Walk, Communal

5

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creatures touched
Duration - 10 min./level
Saving Throw - none; SR - yes (harmless)

ALCHEMIST

This spell functions like air walk, except divide the duration in 10-minute intervals among the creatures touched.

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

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

ALCHEMIST

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.

Contact Other Plane

5

School - divination
Casting Time - 10 minutes
Components - V
Range - personal
Target - you
Duration - concentration

ALCHEMIST

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 |

Delayed Consumption

5

School - transmutation
Casting Time - 1 standard action
Components - S
Range - personal
Target - you
Duration - 1 day/level (D) or until discharged

When you consume this extract, you quickly consume another extract of your choice-this second extract's effects do not come into effect until a later point. You must consume this second, companion extract on the round following delayed consumption or waste the extract. The companion extract can be no higher than 4th level, and you must pay any costs associated with the companion extract when you consume it.

At any point during the duration of this extract, you can cause the companion extract to take effect as an immediate action. You can only have one delayed consumption in effect at one time. If a second is consumed, the first is dispelled without any effect.

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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

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.

Dust Form

5

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a pinch of dust gathered from a gravestone or sacred shrine)
Range - personal
Target - you
Duration - 1 round/level

Upon casting this spell, you keep your relative form, but you and your equipment become composed entirely of dust. While in this dust form, you take no penalties for squeezing, and can move through spaces as if you were a creature three size categories smaller without penalty. You are also considered incorporeal, though any nonmagical attack you make deals half damage (50%). Magic attacks are unaffected, and you can still use your magic items and other equipment as normal. If the duration ends in a square that your normal space cannot occupy, you take 3d6 damage and are shunted to the nearest open space that you can normally occupy.

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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

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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Elude Time

5

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (powdered diamond, emerald, ruby, and sapphire dust worth 500 gp)
Range - personal
Target - you
Duration - up to 1 minute/level; see text

You place yourself in a state of suspended animation, similar to temporal stasis. At the time of casting, you choose when the stasis will expire, up to the maximum duration of the spell.

Until the duration ends, time ceases to flow for you, and all bodily functions cease. No force or effect can harm you until the spell expires or is removed, such as by a successful dispel magic spell.

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Languid Bomb Admixture

5

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 round/level
Saving Throw - Will negates (special, see below); SR - yes

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formulae with the words "bomb admixture" in their titles) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the those of the new one become active. When you throw a bomb and hit a direct target, it affects up to four creatures-the creature the bomb hit directly, and up to three other creatures damaged by the splash (alchemist's choice). Those creatures must succeed at a Will saving throw or become fatigued.

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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

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.

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)

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

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

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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Planar Adaptation

5

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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Plant Shape I

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

ALCHEMIST

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)

ALCHEMIST

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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Resurgent Transformation

5

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, M (a pinch of meteoric iron worth 100 gp)
Range - personal
Target - you
Duration - 1 hour/level or until triggered, then 1 round/level

ALCHEMIST

Resurgent transformation grants you the ability to recover from deadly wounds with restored vitality and a will to fight, but at a price. Once cast, resurgent transformation lies dormant for up to 1 hour per level until you are reduced to one-quarter hit points or less. Once triggered, you immediately gain a +4 enhancement bonus to Constitution and Strength, damage reduction 5/-, and the benefits of a haste spell. In addition, you heal 4d8 points of damage + 1 point per caster level (maximum +25). Resurgent transformation can even save you from death by healing the damage from an otherwise mortal wound, though it does not prevent death from massive damage or from causes other than hit point loss. Your mental faculties are impaired by this magical transformation, however, causing 1d4 points of Intelligence and Wisdom damage.

The advantages from your transformation persist for 1 round per caster level after the spell is triggered. Once the spell ends, it takes a heavy toll, leaving you exhausted and inflicting 1d4 points of Constitution damage. Utilizing more than one resurgent transformation in a day is particularly risky.

The expiration of a second resurgent transformation in

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Resurgent Transformation (Cont.)

a 24-hour period inflicts an additional 1d4 points of Constitution damage and results in death from system shock unless you succeed at a DC 15 Fortitude save, made after the Constitution damage has been applied.

If the spell expires or is dispelled before the transformation has been triggered, no adverse effects result.

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

ALCHEMIST

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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Spell Resistance

5

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

ALCHEMIST

The target gains spell resistance equal to 12 + your caster level.

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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)

ALCHEMIST

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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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)

ALCHEMIST

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 mindaffecting 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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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

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 zweomer spells for 24 hours.

Analyze zweomer does not function when used on an artifact.

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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 and a +2 natural armor bonus.

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

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

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

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

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

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

Caging Bomb Admixture

6

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

Upon drinking an extract created with this formulae, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formulae with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new one becomes active.

When you throw a bomb and hit a direct target, it creates an invisible cubical prison composed of a solid wall of force.

The prison is as large as the splash area of the bomb that you throw, and traps any creature that is entirely inside the area.

Creatures within the area are caught and contained unless any creature within the splash radius is too big to fit inside, in which case the effect automatically fails. Teleportation and other forms of astral travel provide means for escape, but the force walls extend into the Ethereal Plane, blocking ethereal travel.

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Caging Bomb Admixture (Cont.)

Like a wall of force, the cage created by the caging bomb admixture resists dispel magic, although a mage's disjunction still functions. The walls of the cage can be damaged by spells as normal, except for disintegrate, which automatically destroys the cage. The walls of this cage can be damaged by weapons and supernatural abilities, but the cage has a hardness of 20 and a number of hit points equal to 20 per alchemist level.

Contact with a sphere of annihilation or a rod of cancellation instantly destroys this cage.

When using caging bomb admixture, an alchemist can only have one cage in effect at a time. If the alchemist throws another bomb during the duration of caging bomb admixture, any other cage created by the earlier admixture ends, and a new one is created. When the duration of the caging bomb admixture ends, so does any remaining cage created by this admixture's effect.

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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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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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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Giant Form I

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

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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Heal

6

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

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal does not remove negative levels or restore permanently drained ability score points.

If used against an undead creature, heal instead acts like harm.

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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

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)

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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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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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.

Statue

6

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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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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Twin Form

6

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a blend of soil and the caster's blood)
Range - personal
Target - you
Duration - 1 round/level or until discharged (D)

This extract splits a perfect double of yourself from your body, dressed and equipped exactly as you are. You are able to shift your consciousness from one body to the other once each round as a free action. This shift takes place either immediately before your turn or immediately after it, but not during the round. You may act normally in the body you inhabit. Your other self is treated as though dazed, except it may take a single move action each round during your turn. Your twin cannot speak while you are in your other body, and cannot flank, make attacks of opportunity, or otherwise threaten enemies.

Both you and your twin have the same statistics and start with the number of hit points you had when you ingested the extract. Once you have split, these hit points are tracked separately. Any spells, extracts, or magical effects (such as from potions) that were active when you ingested the extract are active for both you and your twin. If any such effects expire, are dispelled, dismissed, or otherwise used or ended, they end for both of you. Extracts or spells cast after you split affect you and your twin as though you were two separate targets. Your equipment is linked between your two selves, and if an item on one is consumed or destroyed,

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Twin Form (Cont.)

its duplicate is used up or destroyed as well.

The body you do not inhabit crumbles into dust when the extract's duration expires or is dismissed. If the body you inhabit is destroyed, you immediately shift to your surviving self and the extract immediately ends. The body you left behind crumbles into dust, and you are stunned until the start of your next turn. If the body you do not inhabit is destroyed, the extract also ends immediately, but you suffer no ill effects.

You have no special ability to sense what your second body is experiencing, though you immediately know if it has been destroyed. You may switch between bodies at any distance on the same plane. If your bodies cross into separate planes (including through the use of teleport or blink), the body you inhabit survives, while your other body is destroyed.

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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Walk Through Space

6

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

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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Wind Walk

6

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - you and one touched creature per three levels
Duration - 1 hour/level ; see text
Saving Throw - none and Will negates (harmless); SR - no and yes (harmless)

You alter the substance of your body to a cloudlike vapor (as the gaseous form spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

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