

Acid Splash

0

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

SOR / WIZ

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

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

Daze

0

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

SOR / WIZ

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

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

Detect Magic

0

School - divination
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 1 min./level
Saving Throw - none; SR - no

SOR / WIZ

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

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one

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

Detect Magic (Cont.)

category, detect magic indicates the stronger of the two.

Spell or Object | Aura Power |

Faint | Moderate | Strong | Overwhelming |

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

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

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power: Original Strength | Duration of Lingering Aura |

Faint | 1d6 rounds |

Moderate | 1d6 minutes |

Strong | 1d6x10 minutes |

Overwhelming | 1d6 days |

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch

Detect Magic (Cont.)

of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a permanency spell.

Light

0

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

SOR / WIZ

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

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

Alarm

1

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

SOR / WIZ

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

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

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

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

Alarm can be made permanent with a permanency spell.

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

Color Spray

1

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

SOR / WIZ

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

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

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

Sightless creatures are not affected by color spray.

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

Grease

1

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

SOR / WIZ

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

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

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

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

Mage Armor

1

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

SOR / WIZ

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

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

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

Magic Missile

1

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

SOR / WIZ

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

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

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

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

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

Protection from Evil

1

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

SOR / WIZ

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

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

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

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

While under the effects of this spell, the target is

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

Protection from Evil (Cont.)

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

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

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

Protection from Good

1

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

SOR / WIZ

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

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

Ray of Enfeeblement

1

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

SOR / WIZ

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

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

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

Shield

1

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

SOR / WIZ

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

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

Summon Monster I

1

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

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

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

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

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

Summon Monster I (Cont.)

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

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

Acid Arrow

2

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

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

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

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).

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

Create Pit

2

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

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

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

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

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

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

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

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

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

Glitterdust

2

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

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

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

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

Mirror Image

2

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

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When mirror image is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created.

These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

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

Scorching Ray

2

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

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

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

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

SOR / WIZ

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

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

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

See invisibility can be made permanent with a permanency spell.

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

Summon Monster II

2

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

SOR / WIZ

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

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

Web

2

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

SOR / WIZ

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

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

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

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

Web (Cont.)

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

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

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

Clairaudience/Clairvoyance

3

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

SOR / WIZ

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

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

Dispel Magic

3

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

SOR / WIZ

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

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

Dispel Magic (Cont.)

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected.

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

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

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

Dispel Magic (Cont.)

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

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

Fly

3

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

SOR / WIZ

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load).

It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level.

Should the spell duration expire while the subject is still aloft, the magic fails 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

Heroism

3

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

SOR / WIZ

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

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

Invisibility Sphere

3

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

SOR / WIZ

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

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

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

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

Spiked Pit

3

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

SOR / WIZ

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

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

Summon Monster III

3

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

SOR / WIZ

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

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

Vampiric Touch

3

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

SOR / WIZ

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

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

Wind Wall

3

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

SOR / WIZ

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

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

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

SOR / WIZ

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

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

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

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

Black Tentacles

4

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

SOR / WIZ

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

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

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

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

Black Tentacles (Cont.)

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

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

Crushing Despair

4

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M
Range - 30 ft.
Area - cone-shaped burst
Duration - 1 min./level
Saving Throw - Will negates; SR - yes

SOR / WIZ

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

Crushing despair counters and dispels good hope.

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

Dimension Door

4

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

SOR / WIZ

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

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

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

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

Summon Monster IV

4

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

SOR / WIZ

This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

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

Hold Monster

5

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail)
Range - medium (100 ft. + 10 ft./level)
Target - one living creature
Duration - 1 round/level; see text
Saving Throw - Will negates; see text; SR - yes

SOR / WIZ

This spell functions like hold person, except that it affects any living creature that fails its Will save.

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

Summon Monster V

5

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

SOR / WIZ

This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

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

Teleport

5

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

SOR / WIZ

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

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

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

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

Teleport (Cont.)

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

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

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

On Target: You appear where you want to be.

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

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

Teleport (Cont.)

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

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

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

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

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

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

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

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

Wall of Force

5

SOR / WIZ

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

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

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

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

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

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

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