

Bane

School enchantment(compulsion)[fear, mind-affecting, emotion];

Level cleric 1, inquisitor 1, antipaladin 1

Casting Time 1 standard action

Components V, S, DF

Range 50 ft.

Effect 50-ft.-radius burst, centered on you

Duration 1 min./level

Saving Throw Will negates; **SR** yes

Description

Bane fills your enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects. Bane counters and dispels bless.

Bleed

School necromancy;

Level cleric 0, sorcerer/wizard 0, witch 0, inquisitor 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets one living creature

Duration instantaneous

Saving Throw Will negates; **SR** yes

Description

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

Blink

School transmutation;

Level bard 3, sorcerer/wizard 3, magus 3

Casting Time 1 standard action

Components V, S

Range personal

Targets you

Duration 1 round/level(D)

Description

You "blink" quickly back and forth between the Material Plane and the Ethereal Plane and look as though you're winking in and out of reality at random. Blink has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment).

If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane (but they might affect targets on the Ethereal Plane).

While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures.

You take only half damage from falling, since you fall only while you are material.

While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled.

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet.

Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

Blur

School illusion(glamer);

Level bard 2, sorcerer/wizard 2, summoner 2, alchemist 2, magus 2

Casting Time 1 standard action

Components V

Range touch

Targets creature touched

Duration 1 min./level(D)

Saving Throw Will negates (harmless); **SR** yes (harmless)

Description

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).

Bull's Strength

School transmutation;

Level cleric 2, druid 2, paladin 2, sorcerer/wizard 2, summoner 2, alchemist 2, antipaladin 2, magus 2

Casting Time 1 standard action

Components V, S, M/DF (a few hairs, or a pinch of dung, from a bull)

Range touch

Targets creature touched

Duration 1 min./level

Saving Throw Will negates (harmless); **SR** yes (harmless)

Description

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.

Calm Emotions

School enchantment(compulsion)[mind-affecting, emotion];

Level bard 2, cleric 2, inquisitor 2

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Effect creatures in a 20-ft.-radius spread

Duration concentration, up to 1 round/level(D)

Saving Throw Will negates; **SR** yes

Description

This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as bless, good hope, and rage, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Source: PFRPG Core
Created by Perram's Spellbook, www.theGM.org

Charm Monster

School enchantment(charm)[mind-affecting];

Level bard 3, sorcerer/wizard 4, witch 4, summoner 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets one living creature

Duration 1 day/level

Saving Throw Will negates; **SR** yes

Description

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

Charm Person

School enchantment(charm)[mind-affecting];

Level bard 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets one humanoid creature

Duration 1 hour/level

Saving Throw Will negates; **SR** yes

Description

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

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

Daze

School enchantment(compulsion)[mind-affecting];

Level bard 0, sorcerer/wizard 0, witch 0, summoner 0, inquisitor 0, magus 0

Casting Time 1 standard action

Components V, S, M (a pinch of wool or similar substance)

Range close (25 ft. + 5 ft./2 levels)

Targets one humanoid creature of 4 HD or less

Duration 1 round

Saving Throw Will negates; **SR** yes

Description

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.

Detect Good

School divination;

Level cleric 1, inquisitor 1

Casting Time 1 standard action

Components V, S, DF

Range 60 ft.

Effect cone-shaped emanation

Duration concentration, up to 10 min./level(D)

Saving Throw none; **SR** no

Description

This spell functions like detect evil, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil.

Detect Magic

School divination;

Level bard 0, cleric 0, druid 0, sorcerer/wizard 0, summoner 0, witch 0, inquisitor 0, magus 0

Casting Time 1 standard action

Components V, S

Range 60 ft.

Effect cone-shaped emanation

Duration concentration, up to 1 min./level(D)

Saving Throw none; **SR** no

Description

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 category, detect magic indicates the stronger of the two.

(See: Table 1)

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:

(See: Table 2)

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 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.

Created by Perram's Spellbook, www.theGM.org

Detect Magic - [Table 1]

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)

Created by Perram's Spellbook, www.theGM.org

Detect Magic - [Table 2]

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Source: PFRPG Core

Created by Perram's Spellbook, www.theGM.org

Disguise Self

School illusion(glamer);

Level bard 1, sorcerer/wizard 1, alchemist 1, inquisitor 1, antipaladin 1

Casting Time 1 standard action

Components V, S

Range personal

Targets you

Duration 10 min./level(D)

Description

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.

Source: PFRPG Core

Created by Perram's Spellbook, www.theGM.org

Dominate Person

School enchantment(compulsion)[mind-affecting];

Level bard 4, sorcerer/wizard 5, witch 5

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets one humanoid

Duration 1 day/level

Saving Throw Will negates; **SR** yes

Description

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

Source: PFRPG Core

Created by Perram's Spellbook, www.theGM.org

Fly

School transmutation;

Level sorcerer/wizard 3, alchemist 3, summoner 3, witch 3, magus 3

Casting Time 1 standard action

Components V, S, F (a wing feather)

Range touch

Targets creature touched

Duration 1 min./level

Saving Throw Will negates (harmless); **SR** yes (harmless)

Description

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.

Source: Ultimate Magic

Created by Perram's Spellbook, www.theGM.org

Forbid Action

School enchantment(compulsion)[language-dependent, mind-affecting];

Level cleric 1, inquisitor 1

Casting Time 1 standard action

Components V

Range close (25 ft. +5 ft./2 levels)

Targets one creature

Duration 1 round

Saving Throw Will negates; **SR** yes

Description

You forbid the target a single course of action, which it avoids to the best of its ability. You may demand the target not take actions that fall into one of the following options.

Attack: The target cannot take any action that involves an attack roll, or uses a spell or ability that targets a foe or an area that includes a foe.

Cast: Target cannot cast spells or use spell-like abilities.

Communicate: The target cannot take any actions that allow it to communicate with anyone. This includes such acts as speaking, Bluff checks to pass secret messages, writing, and using telepathy. It does not prevent verbalizations made for purposes other than communication, such as command words or the verbal component of spellcasting.

Draw: Target cannot ready or prepare any item, weapon, component, or equipment.

Move: The target can take no act that would cause it to end up in a different location. The target does not resist being moved by others (and thus can be picked up or dragged, or can float along on a raft), but does not consciously attempt to move (including not directing a mount to move).

The target is free to take any actions not forbidden by the caster. For example, a target affected by this spell's demand to not move is still free to cast spells, make attacks, or shout for help.

Source: PFRPG Core

Created by Perram's Spellbook, www.theGM.org

Invisibility

School illusion(glamour);

Level bard 2, sorcerer/wizard 2, alchemist 2, summoner 2, inquisitor 2, antipaladin 2, magus 2

Casting Time 1 standard action

Components V, S, M/DF (an eyelash encased in gum arabic)

Range personal or touch

Targets 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)

Description

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. 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.

Source: Ultimate Magic

Created by Perram's Spellbook, www.theGM.org

Mad Hallucination

School illusion(phantasm);
Level bard 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range close (20 ft.)
Targets one humanoid creature
Duration 5 minute/level (maximum 1 hour)
Saving Throw Will negates; **SR** yes

Description

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

Mage Hand

School transmutation;
Level bard 0, sorcerer/wizard 0, summoner 0, magus 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Targets one nonmagical, unattended object weighing up to 5 lbs.
Duration concentration
Saving Throw none; **SR** no

Description

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Murderous Command

School enchantment(compulsion)[mind-affecting];
Level antipaladin 1, cleric 1
Casting Time 1 standard action
Components V
Range close (25 ft. + 5 ft./2 levels)
Targets one living creature
Duration 1 round
Saving Throw Will negates; **SR** yes

Description

You give the target a mental urge to kill its nearest ally, which it obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally.

Oneiric Horror

School illusion (phantasm) [mind-affecting];
Level bard 2, medium 1, mesmerist 2, psychic 2, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Targets one living creature
Duration 1 round/level (D)
Saving Throw Will negates; **SR** yes

Description

You cause the subject to believe it is being attacked by a creature out of its nightmares. Each round, the subject makes a full-attack action against the creature. A flying creature can still attempt a Fly check to hover. Each round on its turn after making a full attack against the imaginary creature, the subject can attempt a new saving throw to end the effect. The subject is fatigued for 1 minute after the spell ends.

Paranoia

School illusion (phantasm) [mind-affecting];
Level bard 2, medium 1, mesmerist 1, psychic 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Targets one creature
Duration 1 round/level (D)
Saving Throw Will negates; **SR** yes

Description

The target believes everyone it sees is an enemy. The target becomes hostile to all creatures, treating all creatures as enemies and only itself as an ally. The target must attempt attacks of opportunity whenever any creature provokes them. Finally, whenever the target is adjacent to two or more creatures, its paranoia overwhelms it, and it takes a -2 penalty on attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws.

Polypurpose Panacea

School transmutation;
Level alchemist 1, sorcerer/wizard 1
Casting Time 1 standard action
Components S
Range personal
Targets you
Duration see below

Description

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.

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

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

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

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

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

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

Protection from Good

School abjuration[evil];
Level cleric 1, sorcerer/wizard 1, inquisitor 1, summoner 1, antipaladin 1
Casting Time 1 standard action
Components V, S, M/DF
Range touch
Targets creature touched
Duration 1 min./level(D)
Saving Throw Will negates (harmless); **SR** no; see text

Description

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.

Rage

School enchantment(compulsion)[mind-affecting, emotion];
Level bard 2, sorcerer/wizard 3, alchemist 3, summoner 3, witch 3, alchemist 3, summoner 3, witch 3
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Targets one willing living creature per three levels, no two of which may be more than 30 ft. apart
Duration concentration + 1 round/level(D)
Saving Throw none; **SR** yes

Description

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

Read Magic

School divination;

Level bard 0, cleric 0, druid 0, paladin 1, ranger 1, sorcerer/wizard 0, summoner 0, witch 0, inquisitor 0, magus 0

Casting Time 1 standard action

Components V, S, F (a clear crystal or mineral prism)

Range personal

Targets you

Duration 10 min./level

Description

You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Teleport, Greater

School conjuration(teleportation);

Level sorcerer/wizard 7, summoner 5, witch 7

Casting Time 1 standard action

Components V

Range personal and touch

Targets you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object); **SR** no and yes (object)

Description

This spell functions like teleport, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Source: PFRPG Core

Created by Perram's Spellbook, www.theGM.org

Touch of Fatigue

School necromancy;

Level sorcerer/wizard 0, witch 0

Casting Time 1 standard action

Components V, S, M (a drop of sweat)

Range touch

Targets creature touched

Duration 1 round/level

Saving Throw Fortitude negates; **SR** yes

Description

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

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

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

Source: PFRPG Core

Created by Perram's Spellbook, www.theGM.org

True Seeing

School divination;

Level cleric 5, druid 7, sorcerer/wizard 6, alchemist 6, summoner 5, witch 6, inquisitor 5, magus 6

Casting Time 1 standard action

Components V, S, M (an eye ointment that costs 250 gp)

Range touch

Targets creature touched

Duration 1 min./level

Saving Throw Will negates (harmless); **SR** yes (harmless)

Description

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.

Source: Ultimate Magic

Created by Perram's Spellbook, www.theGM.org

Unadulterated Loathing

School enchantment(compulsion)[emotion, mind-affecting];

Level antipaladin 2, bard 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M

Range close (25 ft. + 5 ft./2 levels)

Targets one creature

Duration 1 day/level

Saving Throw Will negates; **SR** yes

Description

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

Unadulterated loathing counters reckless infatuation.

Source: PFRPG Core

Created by Perram's Spellbook, www.theGM.org

Vampiric touch

School necromancy;

Level sorcerer/wizard 3, witch 3, antipaladin 3, magus 3

Casting Time 1 standard action

Components V, S

Range touch

Targets living creature touched

Duration instantaneous/1 hour; see text

Saving Throw none; **SR** yes

Description

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.