

ALCHEMIST SPELL CARDS

# ULTIMATE SPELL DECKS



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LPJ9512



ALCHEMIST SPELL CARDS

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.

**Uses:** □□□□□□□□

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.

[illegible]

1. 2019年12月31日，公司总资产为1,000,000.00元，净资产为1,000,000.00元，营业收入为1,000,000.00元，净利润为1,000,000.00元。

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Saving Throw Will half (harmless); see text; **SR** yes (harmless); see text

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.

**Uses Per Day:**\_\_\_\_\_[illegible]

[illegible]

**School** divination; **Level** alchemist 1; **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

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.

[illegible]

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.

[illegible]



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 glamor gets a Will save to recognize it as an illusion.

[illegible]

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[illegible]

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 (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.

[illegible]

**School** transmutation; **Level** alchemist 1; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Targets** 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).

**Uses Per Day:** \_\_\_\_\_      **Uses:** □□□□□□□□

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.

**Uses:** □□□□□□□□

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[illegible]

**School** transmutation; **Level** alchemist 1; **Casting Time** 1 standard action; **Components** V, M/DF (a hawk's feather); **Range** touch; **Targets** creature touched; **Duration** 1 minute/Level (D)(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.

[illegible]

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.

[illegible]



## REDUCE PERSON

**School** transmutation; **Level** alchemist 1; **Casting Time** 1 round; **Components** V, S, M (a pinch of powdered iron); **Range** close (25 ft. + 5 ft./2 levels); **Targets** 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 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.

**Uses Per Day:** \_\_\_\_\_

**Uses:** ☐☐☐☐☐☐☐☐☐☐

[illegible][illegible][illegible]

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.

[illegible][illegible]

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.

[illegible]

1. 2019年12月31日，公司总资产为1,234,567,890.12元，净资产为890,123,456.78元，营业收入为567,890,123.45元，净利润为123,456,789.01元。

**Uses:** □□□□□□□□

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).

[illegible]

## ALCHEMICAL ALLOCATION

**School** transmutation; **Level** alchemist 2; **Casting Time** 1 standard action; **Components** S; **Range** personal; **Targets** 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.

**Uses Per Day:**

**Uses:** □□□□□□□□

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1. \_\_\_\_\_ \_\_\_\_\_



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.

[illegible]

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.

[illegible]

The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject concealment (20% miss chance).

Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

[illegible]

**School** transmutation; **Level** alchemist 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)

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.

[illegible]

**School** transmutation; **Level** alchemist 2; **Casting Time** 1 standard action; **Components** V, S, M (pinch of cat fur); **Range** touch; **Targets** 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.

**Uses Per Day:** \_\_\_\_\_      **Uses:** □□□□□□□□

## CURE MODERATE WOUNDS

**School** conjuration (healing); **Level** , alchemist 2; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** 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).

**Uses Per Day:** \_\_\_\_\_[illegible]

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

**Uses Per Day:** \_\_\_\_\_      **Uses:** □□□□□□□□

**Uses Per Day:**\_\_\_\_\_

**Uses:** □□□□□□□□

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*Journal of Management Education* 36(7) 809–824



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

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.

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.

[illegible]

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.

**Uses:** □□□□□□□□

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**Table 1**

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[illegible][illegible][illegible]

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.

**Uses Per Day:** \_\_\_\_\_      **Uses:** □□□□□□□□

# INVISIBILITY

**School** illusion (glamer); **Level** alchemist 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)

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.

[illegible]



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.

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.

[illegible]

[illegible]

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.

[illegible]

**School** transmutation; **Level** alchemist 2; **Casting Time** 1 standard action; **Components** V, S, M (a drop of water); **Range** personal; **Targets** 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.

**Uses Per Day:**\_\_\_\_\_[illegible]

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

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**School** abjuration; **Level** alchemist 2; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Targets** creature touched; **Duration** 10 min./level; **Saving Throw** Fortitude negates (harmless); **SR** yes (harmless)

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

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

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

**Uses Per Day:** \_\_\_\_\_

**Uses:** □□□□□□□□

# RESTORATION, LESSER

**School** conjuration (healing); **Level** alchemist 2; **Casting Time** 3 rounds; **Components** V, S; **Range** touch; **Targets** creature touched; **Duration** instantaneous; **Saving Throw** Will negates (harmless); **SR** yes (harmless)

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.

**Uses Per Day:** \_\_\_\_\_

**Uses:** ☐☐☐☐☐☐☐☐☐☐

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[illegible]

[illegible]

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.

**Uses:** □□□□□□□□



This extract causes you to take on a role, which rolls for 1 round.

**User:** [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

[illegible]

# UNDETECTABLE ALIGNMENT

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

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

Uses Per Day: \_\_\_\_\_

Uses: ☐☐☐☐☐☐☐☐☐☐

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).

**Uses:** □□□□□□□□

[illegible]

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.

**Uses:** □□□□□□□□

**School** transmutation; **Level** alchemist 3; **Casting Time** 1 standard action; **Components** S; **Range** personal; **Targets** you; **Duration** 1 round/level

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.

**Uses Per Day:**\_\_\_\_\_[illegible]

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# BEAST SHAPE I

**School** transmutation (polymorph); **Level** alchemist 3; **Casting Time** 1 standard action; **Components** V, S, M (a piece of the creature whose form you plan to assume); **Range** personal; **Targets** you; **Duration** 1 min./level (D)

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.

**Uses Per Day:** \_\_\_\_\_

**Uses:** ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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.

**Uses:** □□□□□□□□



# CURE SERIOUS WOUNDS

**School** conjuration (healing); **Level** , alchemist 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** 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 3d8 points of damage + 1 point per caster level (maximum +15).

Uses Per Day: \_\_\_\_\_

Uses: ☐☐☐☐☐☐☐☐☐☐

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.

**Uses:** □□□□□□□□

## DRACONIC RESERVOIR

**School** evocation [acid, cold, electricity, or fire]; **Level** alchemist 3; **Casting Time** 1 standard action; **Components** V, S, M (a scale from dragon that produces the energy you seek to absorb); **Range** touch; **Targets** 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.

Uses Per Day: \_\_\_\_\_

Uses: ☐☐☐☐☐☐☐☐☐☐

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 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.

**Uses Per Day:** \_\_\_\_\_      **Uses:** □□□□□□□□

[illegible]

**Uses:** □□□□□□□□

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.

[illegible]

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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.

**Uses:** □□□□□□□□



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.

**Uses Per Day:**\_\_\_\_\_[illegible]

## PROTECTION FROM ENERGY

**School** abjuration; **Level** alchemist 3; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Targets** 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.

**Uses Per Day:**

**Uses:** □□□□□□□□

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## REMOVE BLINDNESS/DEAFNESS

**School** conjuration (healing); **Level** alchemist 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** 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.

**Uses Per Day:**\_\_\_\_\_

**Uses:** □□□□□□□□

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.

**Uses Per Day:**\_\_\_\_\_[illegible]

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1. *Journal of the American Medical Association*, 2000; 283: 2689-2696.

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.

**Uses Per Day:**                  Uses:

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.

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**School** transmutation; **Level** alchemist 3; **Casting Time** 1 standard action; **Components** V, S, M/DF (short reed or piece of straw); **Range** touch; **Targets** 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.

[illegible]

## AIR WALK

**School** transmutation [air]; **Level** alchemist 4; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Targets** 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 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 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.

**Uses Per Day:** \_\_\_\_\_      **Uses:** □□□□□□□□

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.

**Uses Per Day:** \_\_\_\_\_[illegible]

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.

**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.

[illegible]

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

**Uses:** □□□□□□□□

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1. *Journal of Management Studies*, 1996, 33, 1, 1-15.

You flood yourself with a potent surge of elemental energy.

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.

[illegible]



**School** divination; **Level** alchemist 4; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Targets** 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

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.

**Uses Per Day:** \_\_\_\_\_      **Uses:** □□□□□□□□

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.

[illegible]

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.

**Uses Per Day:** \_\_\_\_\_      **Uses:** □□□□□□□□

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.

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.

**Uses Per Day:**\_\_\_\_\_

**Uses:** □□□□□□□□

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.

**Uses:** □ □ □ □ □ □ □ □ □

## FREEDOM OF MOVEMENT

**School** abjuration; **Level** alchemist 4; **Casting Time** 1 standard action; **Components** V, S, M (a leather strip bound to the target), DF; **Range** personal or touch; **Targets** you or creature touched; **Duration** 10 min./level; **Saving Throw** Will negates (harmless); **SR** yes (harmless)

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.

[illegible]

## INVISIBILITY, GREATER

**School** illusion (glamer); **Level** alchemist 4; **Casting Time** 1 standard action; **Components** V, S; **Range** personal or touch; **Targets** you or creature touched; **Duration** 1 round/level (D); **Saving Throw** Will negates (harmless); **SR** yes (harmless)

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

**Uses Per Day:** \_\_\_\_\_[illegible]

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

This spell functions like lesser restoration, except that it also dispels temporary negative levels or one permanent negative level. If this spell is used to dispel a permanent negative level, it has a material component of diamond dust worth 1,000 gp. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a 1-week period.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

**Uses Per Day:** \_\_\_\_\_      **Uses:** □□□□□□□□

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.

**Uses:** □□□□□□□□

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 adamantine 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.

**Uses:** □□□□□□□□

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## BEAST SHAPE III

**School** transmutation (polymorph); **Level** alchemist 5; **Casting Time** 1 standard action; **Components** V, S, M (a piece of the creature whose form you plan to assume); **Range** personal; **Targets** you; **Duration** 1 min./level (D)

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.

**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.

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.

[illegible]

## CONTACT OTHER PLANE

**School** divination; **Level** alchemist 5; **Casting Time** 10 minutes; **Components** V; **Range** personal; **Targets** you; **Duration** concentration

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with “yes,” “no,” “maybe,” “never,” “irrelevant,” or some other one-word answer.

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. You may ask one question for every two caster levels.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease in Intelligence and Charisma due to your brain being overwhelmed, but also increases the chance of the power knowing the answer and answering correctly. Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the 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,

## CONTACT OTHER PLANE (CONT'D)

School divination; **Level** alchemist 5; **Casting Time** 10 minutes;  
**Components** V; **Range** personal; **Targets** you; **Duration**  
concentration

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



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## DELAYED CONSUMPTION

**School** transmutation; **Level** alchemist 5; **Casting Time** 1 standard action; **Components** S; **Range** personal; **Targets** you; **Duration** 1 day/Level (D) or until discharged (D)

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.

[illegible]

[illegible]

**School** illusion (phantasm) [mind-affecting]; **Level** alchemist 5; **Casting Time** 1 minute; **Components** V, S; **Range** unlimited; **Targets** 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 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.

[illegible]

**School** transmutation (polymorph); **Level** alchemist 5; **Casting Time** 1 standard action; **Components** V, S, M (the element you plan to assume); **Range** personal; **Targets** you; **Duration** 1 min/level (D)

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.

[illegible]

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.

**Uses:** □□□□□□□□

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# MAGIC JAR

**School** necromancy; **Level** alchemist 5; **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); **Targets** 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 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.

[illegible]

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[illegible]

# NIGHTMARE

**School** illusion (phantasm) [mind-affecting, evil]; **Level** alchemist 5; **Casting Time** 10 minutes; **Components** V, S; **Range** unlimited; **Targets** 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 the subject and the physical connection (if any) you have to that creature.

Nightmare - [Table 1]

| 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.

Nightmare - [Table 2]

| Connection                                 | will Save Modifier |
|--|--------------------|
| Likeness or picture                        | -2                 |
| Possession or garment                      | -4                 |
| Body part, lock of hair, bit of nail, etc. | -10                |

**Uses Per Day:** \_\_\_\_\_ **Uses:** ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐



**School** transmutation; **Level** alchemist 5; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Targets** 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).

**Uses Per Day:**

**Uses:** □□□□□□□□

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.

**Uses:** □□□□□□□□

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.

**Uses Per Day:** \_\_\_\_\_      **Uses:** □□□□□□□□

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# RESURGENT TRANSFORMATION

**School** conjuration (healing); **Level** alchemist 5; **Casting Time** 1 standard action; **Components** V, S, M (a pinch of meteoric iron worth 100 gp); **Range** personal; **Targets** you; **Duration** 1 hour/Level or until triggered, then 1 round/level

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 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.

Uses Per Day: \_\_\_\_\_

Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

**School** evocation; **Level** alchemist 5; **Casting Time** 10 minutes; **Components** V, S, M/DF (fine copper wire); **Range** see text; **Targets** one creature; **Duration** 1 round; see text; **Saving Throw** none; **SR** no

You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)

**Uses Per Day:** \_\_\_\_\_      **Uses:** □□□□□□□□

The target gains spell resistance equal to  $12 + \text{your caster level}$ .

[illegible]

.....

[illegible]



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.

**Uses Per Day:** \_\_\_\_\_

**Uses:** □□□□□□□□

## ELEMENTAL BODY III

**School** transmutation (polymorph); **Level** alchemist 6; **Casting Time** 1 standard action; **Components** V, S, M (the element you plan to assume); **Range** personal; **Targets** you; **Duration** 1 min/level (D)

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.

[illegible]

## EYEBITE

**School** necromancy; **Level** alchemist 6; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Targets** 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.

(See: Table 1)

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.

Eyebite - [Table 1]

|            |                              |
|------------|------------------------------|
| hd         | Effect                       |
| 10 or more | Sickened                     |
| 5-9        | Panicked, sickened           |
| 4 or less  | Comatose, panicked, sickened |

**Uses Per Day:**[illegible]

## FORM OF THE DRAGON I

**School** transmutation (polymorph); **Level** alchemist 6; **Casting Time** 1 standard action; **Components** V, S, M (a scale of the dragon type you plan to assume); **Range** personal; **Targets** you; **Duration** 1 min./level (D); **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)

Silver dragon: 30-foot cone of cold, resist cold 30, vulnerability to fire

**Uses:** □□□□□□□□

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.

[illegible]

[illegible][illegible]

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.

**Uses Per Day:**

**Uses:**

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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.

**Uses Per Day:** \_\_\_\_\_      **Uses:** □□□□□□□□

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.

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 (CONT'D)

**School** illusion(shadow); **Level** alchemist 6; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** up to one touched creature/level; **Duration** 1 hour/level (D); **Saving Throw** Will negates; **SR** yes

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.

**Uses Per Day:** \_\_\_\_\_

**Uses:** □□□□□□□□

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.

**Uses Per Day:**[illegible]

**School** transmutation; **Level** alchemist 6; **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; **Targets** 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.

[illegible]

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

**School** divination; **Level** alchemist 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)

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.

[illegible]

## TWIN FORM

**School** transmutation; **Level** alchemist 6; **Casting Time** 1 standard action; **Components** V, S, M (a blend of soil and the caster's blood); **Range** personal; **Targets** you; **Duration** 1 round/Level or until discharged (D)(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, 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

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