

Oops, Witch (Scarred Witch Doctor) 9 – Spells

Detect Magic	Witch 0	Mending	Witch 0
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School divination
Casting Time 1 action
Components V, S
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw none; **Spell Resistance** no

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.

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

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds
 Moderate - 1d6 minutes
 Strong - 1d6 x 10 minutes
 Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Detect Poison	Witch 0
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School divination
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature, one object, or a 5-ft. cube
Duration instantaneous
Saving Throw none; **Spell Resistance** no

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

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

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

Message	Witch 0
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School transmutation / air elemental [language-dependent]
Casting Time 1 action
Components V, S, F (a piece of copper wire)
Range medium (100 + 10 ft./level)
Target one creature/level
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Burning Hands	Witch 1
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School evocation / fire elemental [fire]
Casting Time 1 action
Components V, S
Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw DC 19 Reflex half; **Spell Resistance** yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Burning Hands	Witch 1
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School evocation / fire elemental [fire]
Casting Time 1 action
Components V, S
Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw DC 19 Reflex half; **Spell Resistance** yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

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Chill Touch	Witch 1
School necromancy Casting Time 1 action Components V, S Range touch Target creature or creatures touched (up to one/level) Duration instantaneous Saving Throw DC 19 Fortitude partial or Will negates; see text; Spell Resistance yes	
<p>A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.</p> <p>An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level.</p>	
Ear-Piercing Scream	Witch 1
School evocation [sonic] Casting Time 1 action Components V, S Range close (25 + 5 ft./2 levels) Target one creature Duration instantaneous; see text Saving Throw DC 19 Fortitude partial (see text); Spell Resistance yes	
<p>You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage per two caster levels (maximum 5d6). A successful save negates the daze effect and halves the damage.</p> <p>Appears in : Ultimate Magic</p>	
Ear-Piercing Scream	Witch 1
School evocation [sonic] Casting Time 1 action Components V, S Range close (25 + 5 ft./2 levels) Target one creature Duration instantaneous; see text Saving Throw DC 19 Fortitude partial (see text); Spell Resistance yes	
<p>You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage per two caster levels (maximum 5d6). A successful save negates the daze effect and halves the damage.</p> <p>Appears in : Ultimate Magic</p>	
Peacebond	Witch 1
School abjuration Casting Time 1 action Components S Range close (25 + 5 ft./2 levels) Target one sheathed or slung weapon Duration 1 minute/level Saving Throw DC 19 Will negates (object); Spell Resistance yes (object)	
<p>You lock a weapon in place on its owner's body, or within the weapon's sheath or holster. Anyone who then tries to draw the weapon must spend a standard action and succeed at a Strength check (DC equal to the saving throw DC) to do so, provoking attacks of opportunity whether the attempt succeeds or fails.</p> <p>Appears in : Ultimate Combat</p>	
Blood Transcription	Witch 2
School divination [evil] Casting Time 1 action Components V, S Range touch Target one dead spellcaster Duration 24 hours Saving Throw none; Spell Resistance no	
<p>By consuming 1 pint of blood from a spellcaster killed within the last 24 hours, you can attempt to learn a spell that spellcaster knew. Select one spell available to the dead spellcaster (this must be a spell on your spell list); you gain the knowledge of this spell for 24 hours. During this time, you may write it down (or teach it to your familiar, if you are a witch) using the normal rules for copying a spell from another source. Once you have learned it, you may prepare the spell normally.</p> <p>Appears in : Ultimate Magic</p>	
Glitterdust	Witch 2
School conjuration / earth elemental / metal elemental (creation) Casting Time 1 action Components V, S, M (ground mica) Range medium (100 + 10 ft./level) Area creatures and objects within 10-ft.-radius spread Duration 1 round/level Saving Throw DC 20 Will negates (blinding only); Spell Resistance no	
<p>A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a -40 penalty on Stealth checks.</p>	

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<p>Invisibility Witch 2</p> <p>School illusion / void elemental (glamer) Casting Time 1 action Components V, S, M/DF (an eyelash encased in gum arabic) Range personal or touch Target you or a creature or object weighing no more than 100 lbs./level Duration 1 min./level (D) Saving Throw Will negates (harmless) or Will negates (harmless, object); Spell Resistance yes (harmless) or yes (harmless, object)</p> <p>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.</p> <p>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.</p> <p>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 <i>bleed</i> that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.</p> <p><i>Invisibility</i> can be made permanent (on objects only) with a <i>permanency</i> spell.</p>	<p>Touch of Idiocy Witch 2</p> <p>School enchantment (compulsion) [mind-affecting] Casting Time 1 action Components V, S Range touch Target living creature touched Duration 10 min./level Saving Throw no; Spell Resistance yes</p> <p>With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1. This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.</p>
<p>Spectral Hand Witch 2</p> <p>School necromancy Casting Time 1 action Components V, S Range medium (100 + 10 ft./level) Effect one spectral hand Duration 1 min./level (D) Saving Throw none; Spell Resistance no</p> <p>A ghostly hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if it goes beyond the spell range or goes out of your sight, the hand returns to you and hovers. The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of 22 (+8 size, +4 natural armor). Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.</p>	<p>Barrow Haze Witch 3</p> <p>School necromancy Casting Time 1 action Components V, S Range medium (100 + 10 ft./level) Effect fog spreads in 20-ft. radius, 20 ft. high Duration 1 minute/level Saving Throw none; Spell Resistance no</p> <p><i>Barrow haze</i> creates a bank of fog similar to that created by <i>fog cloud</i>, except that the vapors are black and they have a necromantic link to you. The vapors do not interfere with your vision. Because of your link to the haze, if any part of it is within 30 feet of you, any creatures within the haze count as in range for the purpose of using any of your hexes that have a maximum range of 30 feet.</p> <p>For example, suppose you have the slumber hex, you are 25 feet from one edge of the haze, and an opponent is 40 feet farther away at the other extreme of the cloud. You can use your slumber hex on that opponent even though it is actually 65 feet away from you.</p> <p>Fog Cloud</p> <p>A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. The spell does not function underwater.</p> <p>Alchemical Power Component: Smokestick (M) : Increase the radius of the cloud by 5 feet.</p> <p>Appears in : Advanced Class Guide</p>

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Dispel Magic Witch 3

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

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

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself.

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

Fly Witch 3

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

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level. Should the spell duration expire while the subject is still aloft, the magic 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.

Lightning Bolt Witch 3

School evocation / air elemental / metal elemental [electricity]
Casting Time 1 action
Components V, S, M (fur and a glass rod)
Range 120 ft.
Area 120-ft. line
Duration instantaneous
Saving Throw DC 21 Reflex half; **Spell Resistance** yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Screech Witch 3

School evocation [sonic]
Casting Time 1 action
Components V
Range 30 ft.
Area 30-ft.-radius spread centered on you
Duration instantaneous
Saving Throw DC 21 Fortitude negates; **Spell Resistance** yes

You emit a shrill, piercing shriek, startling those around you into dropping their guard. Enemies in the area must make a successful saving throw or immediately provoke attacks of opportunity from foes that threaten them. You and your allies are unaffected by your own screech.

Appears in : Advanced Player's Guide

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Fleshworm Infestation Witch 4

School conjuration (summoning) [evil]
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 round/level (D)
Saving Throw DC 22 Fortitude partial (see text); **Spell Resistance** yes

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

Dispel evil automatically ends a fleshworm infestation.

Appears in : Ultimate Magic

Ice Storm Witch 4

School evocation / water elemental [cold]
Casting Time 1 action
Components V, S, M/DF (dust and water)
Range long (400 + 40 ft./level)
Area cylinder (20-ft. radius, 40 ft. high)
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

Threefold Aspect Witch 4

School transmutation
Casting Time 1 action
Components S, F (silver crescent worth 5 gp)
Range personal
Target you
Duration 24 hours (D)

Threefold aspect allows you to shift your appearance between your natural age and three idealized age categories: young adult (youth/maiden), adulthood (father/mother), or elderly (elder/crone). In each case, your appearance is your own at the appropriate age, rather than that of a new individual. You may change between these three aspects or your actual age as a standard action. As the young adult, you gain a +2 enhancement bonus to Dexterity and Constitution, but suffer a -2 penalty to Wisdom. In the adult aspect, you gain a +2 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Dexterity. As the elderly aspect, you gain a +4 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Strength and Dexterity. As enhancement bonuses, these stack with any bonuses or penalties you may have from your actual age (which are untyped bonuses) - the bonuses granted by this spell represent your idealized form in this threefold aspect rather than simply duplicating your ability scores at any one particular age.

True seeing reveals your natural appearance overlaid with that your aspect, recognizing both as part of your true self. Individuals who study you closely and have interacted with you at another apparent age recognize a resemblance (as though family) with a successful DC 20 Perception check.

Threefold aspect does not alter your clothing or equipment, and does not heal any deformity or injury unrelated to age.

Appears in : Advanced Player's Guide

Volcanic Storm Witch 4

School evocation / fire elemental [fire]
Casting Time 1 action
Components V, S, M/DF (obsidian and ash)
Range long (400 + 40 ft./level)
Area cylinder (20-ft. radius, 40 ft. high)
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

Chunks of hot volcanic rock and clumps of ash pound down when this spell is cast, dealing 3d6 points of bludgeoning damage and 2d6 points of fire damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy ash rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the rock and ash disappear, leaving no aftereffects (other than the damage dealt).

Appears in : Ultimate Magic

Bomber's Eye 1

This spell was scribed into the spellbook by someone else, and you must pass a Spellcraft check to prepare it.

Pages in Spellbook : 1 (Alchemist Book)

Classes that cast this spell at this level : Alchemist

School transmutation

Casting Time 1 action

Components S

Range personal

Target you

Duration 1 round/level

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.

Appears in : Advanced Player's Guide

Cure Light Wounds 1

This spell was scribed into the spellbook by someone else, and you must pass a Spellcraft check to prepare it.

Pages in Spellbook : 1 (Alchemist Book)

Classes that cast this spell at this level : Adept, Alchemist, Bard, Cleric, Druid, Inquisitor, Occultist, Paladin, Shaman, Spiritualist, Underterror Evolution, White Necromancer, Witch

School conjuration (healing)

Casting Time 1 action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** 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.

Endure Elements 1

This spell was scribed into the spellbook by someone else, and you must pass a Spellcraft check to prepare it.

Pages in Spellbook : 1 (Alchemist Book)

Classes that cast this spell at this level : Adept, Alchemist, Bloodrager, Cleric, Demon Hunter, Druid, Elven Archer, Paladin, Psychic, Ranger, Shaman, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard

School abjuration

Casting Time 1 action

Components V, S

Range touch

Target creature touched

Duration 24 hours

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

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

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

Expeditious Retreat 1

This spell was scribed into the spellbook by someone else, and you must pass a Spellcraft check to prepare it.

Pages in Spellbook : 1 (Alchemist Book)

Classes that cast this spell at this level : Alchemist, Bard, Bloodrager, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard

School transmutation

Casting Time 1 action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

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

Jump

1

This spell was scribed into the spellbook by someone else, and you must pass a Spellcraft check to prepare it.

Pages in Spellbook : 1 (Alchemist Book)

Classes that cast this spell at this level : Alchemist, Assassin, Bloodrager, Druid, Elven Archer, Magus, Psychic, Ranger, Sorcerer, Summoner, Summoner (Unchained), Wizard

School transmutation

Casting Time 1 action

Components V, S, M (a grasshopper's hind leg)

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.