

## Barkskin

School - transmutation; Level - druid 2, ranger 2, summoner 2, alchemist 2  
Casting Time - 1 standard action  
Components - V, S, DF  
Range - touch  
Target - living creature touched  
Duration - 10 min./level  
Saving Throw - none; SR - yes (harmless)

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

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

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## Cure Light Wounds

School - conjuration/healing; Level - bard 1, cleric 1, druid 1, paladin 1, ranger 2, witch 1, inquisitor 1, alchemist 1  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - instantaneous  
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

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

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## Flare

School - evocation; Level - bard 0, druid 0, sorcerer/wizard 0, magus 0  
Casting Time - 1 standard action  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - burst of light  
Duration - instantaneous  
Saving Throw - Fortitude negates; SR - yes

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare.

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## Guidance

School - divination; Level - cleric 0, druid 0, summoner 0, witch 0, inquisitor 0, summoner 0, witch 0, inquisitor 0  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - 1 minute or until discharged  
Saving Throw - Will negates (harmless); SR - yes

This spell imbues the subject with a touch of divine guidance.

The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

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## Magic Stone

School - transmutation; Level - cleric 1, druid 1  
Casting Time - 1 standard action  
Components - V, S, DF  
Range - touch  
Target - up to three pebbles touched  
Duration - 30 minutes or until discharged  
Saving Throw - Will negates (harmless, object);

yes (harmless, object) You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

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## Read Magic

School - divination; Level - bard 0, cleric 0, druid 0, paladin 1, ranger 1, sorcerer/wizard 0, summoner 0, witch 0, inquisitor 0, magus 0  
Casting Time - 1 standard action  
Components - V, S, F (a clear crystal or mineral prism)  
Range - personal  
Target - you  
Duration - 10 min./level

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

Read magic can be made permanent with a permanency spell.

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## Resistance

School - abjuration; Level - bard 0, cleric 0, druid 0, paladin 1, sorcerer/wizard 0, summoner 0, witch 0, inquisitor 0  
Casting Time - 1 standard action  
Components - V, S, M/DF (a miniature cloak)  
Range - touch  
Target - creature touched  
Duration - 1 minute  
Saving Throw - Will negates (harmless); SR - yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

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## Shatter

School - evocation; Level - bard 2, cleric 2, sorcerer/wizard 2, magus 2  
Casting Time - 1 standard action  
Components - V, S, M/DF (a chip of mica)  
Range - close (25 ft. + 5 ft./2 levels)  
Area - 5-ft.-radius spread; or one solid object or one crystalline creature  
Target - 5-ft.-radius spread; or one solid object or one crystalline creature  
Duration - instantaneous  
Saving Throw - Will negates (object); Will negates (object) or Fortitude half; SR - yes

Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target shatter against a single solid nonmagical object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), shatter deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

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## Summon Nature's Ally I

School - conjuration/summoning; Level - druid 1, ranger 1

Casting Time - 1 round

Components - V, S, DF

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

Effect - one summoned creature

Duration - 1 round/level

Saving Throw - none; SR - no

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

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

The spell conjures one of the creatures from the 1st Level list on Table 10-2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a

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## Summon Nature's Ally I (Cont.)

spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

## Summon Swarm

School - conjuration/summoning; Level - bard 2,

druid 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time - 1 round

Components - V, S, M/DF (a square of red cloth)

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

Effect - one swarm of bats, rats, or spiders

Duration - concentration + 2 rounds

Saving Throw - none; SR - no

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

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## True Strike

School - divination; Level - sorcerer/wizard 1,

alchemist 1, inquisitor 1, magus 1

Casting Time - 1 standard action

Components - V, F (small wooden replica of an archery target)

Range - personal

Target - you

Duration - see text

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

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

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