

## Alchemist Spells

### 1st Level

Adhesive Spittle (Adv. Class Guide)<sup>2</sup>  
Adjuring Step (Ul. Combat)<sup>1</sup>  
Anarchic Water (Planar & S. Comp.)<sup>2</sup>  
Ant Haul (Adv. Player's)<sup>2</sup>  
Anticipate Peril (Ul. Magic)<sup>2</sup>  
Aura Against Flame (S. Comp.)<sup>2</sup>  
Axiomatic Water (Planar & S. Comp.)<sup>2</sup>  
Babau Slime (S. Comp.)<sup>2</sup>  
Beast Claws (S. Comp.)<sup>2</sup>  
Blend (Race-Elf)<sup>2</sup>  
Blood Transcription (Ul. Magic)<sup>2</sup>  
Blurred Movement (Adv. Class Guide)<sup>2</sup>  
Body Capacitance (Adv. Class Guide)<sup>2</sup>  
Bomber's Eye (Adv. Player's)<sup>2</sup>  
Bouncing Body (Monster Codex)<sup>1</sup>  
Comprehend Languages  
Corrosive Grasp (Conj.) (S. Comp.)<sup>2</sup>  
Crafter's Fortune (Adv. Player's)<sup>2</sup>  
Cure Light Wounds<sup>2</sup>  
Fist of Stone (C. A.) (S. Comp.)<sup>2</sup>  
Heightened Awareness (Adv. Class Guide)<sup>2</sup>  
Illusion of Calm (Ul. Combat)<sup>1</sup>  
Invisibility Alarm (Adv. Class Guide)<sup>2</sup>  
Iron Guts (S. Comp.)<sup>2</sup>  
Jump<sup>2</sup>  
Keen Senses (Adv. Player's)<sup>2</sup>  
Linebreaker (Race-Half-Orc)<sup>2</sup>  
Longshot (Ul. Combat)<sup>1</sup>  
Low-Light Vision (Trans.) (C. A.) (S. C.)<sup>2</sup>  
Monkey Fish (Adv. Class Guide)<sup>2</sup>  
Negate Aroma (Adv. Player's)<sup>2</sup>  
Phantom Blood (Adv. Class Guide)<sup>2</sup>  
Polypurpose Panacea (Ul. Magic)<sup>2</sup>  
Recharge Innate Magic (Race-Gnome)<sup>2</sup>  
Reduce Person<sup>2</sup>  
See Alignment (Ul. Combat)<sup>1</sup>  
Shield<sup>2</sup>  
Shock Shield (Ul. Combat)<sup>1</sup>  
Silverbeard (S. Comp.)<sup>2</sup>  
Smell of Fear (S. Comp.)<sup>2</sup>  
Stone Fist (Adv. Player's)<sup>2</sup>  
Targeted Bomb Admixture (Ul. Combat)<sup>1</sup>  
Touch of the Sea (Adv. Player's)<sup>2</sup>  
Urban Grace (Race-Half-Elf)<sup>2</sup>  
Vocal Alteration (Ul. Magic)<sup>2</sup>  
Wall of Smoke (S. Comp.)<sup>2</sup>  
Youthful Appearance (Ul. Magic)<sup>2</sup>

### 2nd Level

Ablative Barrier (Ul. Combat)<sup>1</sup>  
Acute Senses (Ul. Magic)<sup>2</sup>

Adhesive Blood (Adv. Class Guide)<sup>2</sup>  
Aid<sup>2</sup>  
Air Step (Adv. Class Guide)<sup>2</sup>  
Alchemical Allocation (Adv. Player's)<sup>2</sup>  
Alter Self<sup>2</sup>  
Ancestral Regression (Race-Drow)<sup>2</sup>  
Angleskin (S. Comp.)<sup>2</sup>  
Animal Aspect (Ul. Combat)<sup>1</sup>  
Ant Haul, Commual (Ul. Combat)<sup>1</sup>  
Barkskin<sup>2</sup>  
Bear's Endurance<sup>2</sup>  
Bestow Weapon Proficiency (Ul. Combat)<sup>1</sup>  
Bite of the Wererat (S. Comp.)<sup>2</sup>  
Blistering Invective (Ul. Combat)<sup>1</sup>  
Blood Armor (Adv. Class Guide)<sup>2</sup>  
Blood Blaze (Race-Orc)<sup>2</sup>  
Blood Transcription (Ul. Magic)<sup>2</sup>  
Blur<sup>2</sup>  
Bull's Strength<sup>2</sup>  
Bullet Shield (Ul. Combat)<sup>1</sup>  
Cat's Grace<sup>2</sup>  
Certain Grip (Ul. Combat)<sup>1</sup>  
Cure Moderate Wounds<sup>2</sup>  
Darkvision<sup>2</sup>  
Deathwine<sup>2</sup>  
Defensive Shock (Ul. Magic)<sup>2</sup>  
Delay Disease (Race-Ratfolk)<sup>2</sup>  
Delay Poison<sup>2</sup>  
Eagle's Splendor<sup>2</sup>  
Elemental Touch (Adv. Player's)<sup>2</sup>  
Empower Holy Water (Undead Slayer's)<sup>1</sup>  
Enshroud Thoughts (Blood o the Elements)<sup>1</sup>  
Extreme Flexibility (Adv. Class Guide)<sup>2</sup>  
False Life<sup>2</sup>  
Fins to Feet (S. Species)<sup>1</sup>  
Fire Breath (Adv. Player's)<sup>2</sup>  
Fire Sneeze (Goblins of Golarion)<sup>1</sup>  
Fox's Cunning (S. Species)<sup>1</sup>  
Fuse Arms (S. Species)<sup>1</sup>  
Ghostly Disguise (Ul. Magic)<sup>2</sup>  
Imbue with Addiction (Magical Marketpl.)<sup>2</sup>  
Inky Cloud (S. Comp.)<sup>2</sup>  
Investigative Mind (Adv. Class Guide)<sup>2</sup>  
Invisibility<sup>2</sup>  
Ironskin (Monster Codex)<sup>1</sup>  
Kinetic Reverberation (Ul. Combat)<sup>1</sup>  
Levitate<sup>2</sup>  
Malevolent Miasma (S. Comp.)<sup>2</sup>  
Merge with Familiar (Familiar Folio)<sup>2</sup>  
Minor Dream (Race-Gnome)<sup>2</sup>  
Owl's Wisdom<sup>2</sup>  
Perceive Cues (Adv. Player's)<sup>2</sup>

Protection From Arrows<sup>2</sup>  
Quick Potion (S. Comp.)<sup>2</sup>  
Resist Energy<sup>2</sup>  
Restoration, Lesser<sup>2</sup>  
Scale Spikes (Web)<sup>2</sup>  
See Invisible<sup>2</sup>  
Shadow Bomb Admixture (Ul. Combat)<sup>1</sup>  
Sickening Strikes (Race-Ratfolk)<sup>2</sup>  
Skinsend (Ul. Magic)<sup>2</sup>  
Spider Climb<sup>2</sup>  
Squeeze (Race-Dishkanyas)<sup>2</sup>  
Tattoo Potion (Inner Sea Magic)<sup>2</sup>  
Touch Injection (Ul. Combat)<sup>1</sup>  
Transmute Potion to Poison (Adv. Player's)<sup>2</sup>  
Undetectable Alignment<sup>2</sup>  
Vomit Swarm (Adv. Player's)<sup>2</sup>  
Water of Madden. (Inner Sea World Guide)<sup>2</sup>

### 3rd Level

Absorbing Touch (Adv. Player's)<sup>2</sup>  
Absorb Toxicity (Ul. Combat)<sup>1</sup>  
Acid Breath (Conj.) (S. Comp.)<sup>2</sup>  
Adjustable Disguise<sup>2</sup>  
Age Resistance, Lesser (Ul. Magic)<sup>2</sup>  
Air Breathing (Monster Codex)<sup>2</sup>  
Amorphous Form (S. Comp.)<sup>2</sup>  
Amplify Elixir (Adv. Player's)<sup>2</sup>  
Ancestral Regression (Race—Drow)<sup>2</sup>  
Anchored Step (Adv. Class Guide)<sup>2</sup>  
Animal Aspect, Greater (Ul. Combat)<sup>1</sup>  
Arcane Sight<sup>2</sup>  
Aura Sight (Adv. Class Guide)<sup>2</sup>  
Battle Trance (Race-Half-Orc)<sup>2</sup>  
Beast Shape<sup>2</sup>  
Bite of the Wererat (S. Comp.)<sup>2</sup>  
Bite of the Werewolf (S. Comp.)<sup>2</sup>  
Blood Scent (Race-Orc)<sup>2</sup>  
Blood Sentinel (Adv. Class Guide)  
Bloodhound (Adv. Player's)<sup>2</sup>  
Bloodhound (C. Adv. & S. Comp.)<sup>2</sup>  
Bottle of Smoke (M. Wild)<sup>1</sup>  
Burrow (Ul. Magic)<sup>2</sup>  
Burst of Speed (Ul. Combat)<sup>1</sup>  
Claws of Darkness (S. Comp.)<sup>2</sup>  
Contagious Fog (S. Comp.)<sup>2</sup>  
Countless Eyes (Ul. Magic)<sup>2</sup>  
Cure Serious Wounds<sup>2</sup>  
Darkvision, Communal (Ul. Combat)<sup>1</sup>  
Delay Poison Communal (Ul. Combat)<sup>1</sup>  
Disable Construct (Adv. Class Guide)<sup>2</sup>  
Displacement<sup>2</sup>  
Draconic Reservoir (Adv. Player's)<sup>2</sup>  
Elemental Aura (Adv. Player's)<sup>2</sup>  
Endure Elements Communal (Ul. Combat)<sup>1</sup>

Eruptive Pustules (Ul. Magic)<sup>2</sup>  
Fire Trail (Race-Goblin)<sup>2</sup>  
Fly<sup>2</sup>  
Gaseous Form<sup>2</sup>  
Griallon's Blessing (S. Comp.)<sup>2</sup>  
Haste<sup>2</sup>  
Heroism<sup>2</sup>  
Lightn. Lash Bomb, Admixture (Ul. Combat)<sup>1</sup>  
Marionette Possession (Ul. Magic)<sup>2</sup>  
Monstrous Physique (Ul. Magic)<sup>2</sup>  
Nauseating Breath (S. Comp.)<sup>2</sup>  
Nauseating Trail (Adv. Class Guide)<sup>2</sup>  
Non-detection<sup>2</sup>  
Orchid's Drop (Inner Sea Magic)<sup>2</sup>  
Paragon Surge (Race-Half-Elf)<sup>2</sup>  
Prehensile Pilfer (Race-Varna)<sup>2</sup>  
Protect. from Arrows, Comm. (Ul. Combat)<sup>1</sup>  
Protection from Energy<sup>2</sup>  
Rage<sup>2</sup>  
Resinous Skin (Ul. Combat)<sup>1</sup>  
Resist Energy, Communal (Ul. Combat)<sup>1</sup>  
Seek Thoughts (Adv. Player's)<sup>2</sup>  
Spider Climb Communal (Ul. Combat)<sup>1</sup>  
Thorn Body (Adv. Player's)<sup>2</sup>  
Tongues<sup>2</sup>  
Treasure Scent (S. Comp.)<sup>2</sup>  
Undead Anatomy I (Ul. Player's)<sup>2</sup>  
Vomit Twin (Race-Goblin)<sup>2</sup>  
Water Breathing<sup>2</sup>

### 4th Level

Absorbing Inhalation (Race-Sylph)<sup>2</sup>  
Adjustable Polymorph (Adv. Class Guide)<sup>2</sup>  
Air Walk (Ul. Combat)<sup>1</sup>  
Age Resistance (Ul. Magic)<sup>2</sup>  
Arcane Eye<sup>2</sup>  
Assay Spell Resistance (S. Comp.)<sup>2</sup>  
Beast Shape II<sup>2</sup>  
Bite of the Wearboar (S. Comp.)<sup>2</sup>  
Burning Blood (Inner Sea Gods)<sup>2</sup>  
Caustic Blood (Inner Sea Gods)<sup>2</sup>  
Contagious Touch (S. Comp.)<sup>2</sup>  
Cure Critical Wounds<sup>2</sup>  
Darkvision, Greater (Ul. Magic)<sup>2</sup>  
Death Ward<sup>2</sup>  
Detonate (Adv. Player's)<sup>2</sup>  
Discern Lies<sup>2</sup>  
Displacer Form (S. Comp.)<sup>2</sup>  
Dragon's Breath (Adv. Player's)<sup>2</sup>  
Duplicate Familiar (Familiar Folio)<sup>2</sup>  
Earth Glide (Race—Svirfneblin)<sup>2</sup>  
Echolocation (Ul. Magic)<sup>2</sup>  
Elemental Body<sup>2</sup>  
Enchantment Foil (Adv. Class Guide)<sup>2</sup>

Eyes of the Void (Adv. Class Guide)<sup>2</sup>  
False Life, Greater (Ul. Magic)<sup>2</sup>  
Fire Shield<sup>2</sup>  
Fluid Form (Adv. Player's)<sup>2</sup>  
Freedom of Movement<sup>2</sup>  
Healing Warmth (Race-Ifrit)<sup>2</sup>  
Infernal Transformation (S. Comp.)<sup>2</sup>  
Invisibility, Greater<sup>2</sup>  
Miasma of Entropy (S. Comp.)<sup>2</sup>  
Miasmatic Form (Race-Sylph)<sup>2</sup>  
Monstrous Physique II (Ul. Magic)<sup>2</sup>  
Murderous Mist (C. Divine & S. Comp.)<sup>2</sup>  
Mutagenic Touch (Ul. Combat)<sup>1</sup>  
Neutralize Poison<sup>2</sup>  
Panacea (S. Comp.)<sup>2</sup>  
Persistent Vigor (Adv. Class Guide)<sup>2</sup>  
Restoration<sup>2</sup>  
Scale Spikes, Greater (Web)<sup>2</sup>  
Scorching Ash (Race Ifrit)<sup>2</sup>  
Spell Immunity<sup>2</sup>  
Tongues, Communal (Ul. Combat)<sup>1</sup>  
Touch of Slime (Ul. Magic)<sup>2</sup>  
Universal Formula (Adv. Player's)<sup>2</sup>  
Vermin Shape I (Ul. Magic)<sup>2</sup>  
Viper Bomb Admixture (Ul. Combat)<sup>1</sup>  
Vitriolic Mist (Ul. Magic)<sup>2</sup>  
Wild Runner (S. Comp.)<sup>2</sup>

### 5th Level

Age Resistance, Greater (Ul. Magic)<sup>2</sup>  
Air Walk, Communal (Ul. Combat)<sup>1</sup>  
Ancestr. Memory (Inner Sea World Guide)<sup>2</sup>  
Beast Shape III<sup>2</sup>  
Bite of the Weretiger (S. Comp.)<sup>2</sup>  
Contact Other Plane<sup>2</sup>  
Dance of the Unicorn (S. Comp.)<sup>2</sup>  
Delayed Consumption (Adv. Player's)<sup>2</sup>  
Draconic Might (S. Comp.)<sup>2</sup>  
Draconic Polymorph (S. Comp.)<sup>2</sup>  
Dream<sup>2</sup>  
Dust Form (Ul. Combat)<sup>1</sup>  
Elemental Body II<sup>2</sup>  
Elude Time (Adv. Player's)<sup>2</sup>  
Fiendform (S. Comp.)<sup>2</sup>  
Half-Blood Extraction (Race-Half-Orc)<sup>2</sup>

Languid Bomb Admixture (Ul. Combat)<sup>1</sup>  
Magic Jar<sup>2</sup>  
Monstrous Physique III (Ul. Magic)<sup>2</sup>  
Nightmare<sup>2</sup>  
Overland Flight<sup>2</sup>  
Planar Adaptation (Adv. Player's)<sup>2</sup>  
Poison Thorns (C. Divine & S. Comp.)<sup>2</sup>  
Plant Shape I<sup>2</sup>  
Resurgent Transformation (Adv. Player's)<sup>2</sup>  
Sending<sup>2</sup>  
Spell Resistance<sup>2</sup>  
Stoneskin, Communal (Ul. Combat)<sup>1</sup>  
Transplant Visage (Inner Sea Gods)<sup>2</sup>  
Undead Anatomy II (Ul. Magic)<sup>2</sup>  
Vermin Shape II (Ul. Magic)<sup>2</sup>  
Viscid Glob (S. Comp.)<sup>2</sup>  
Vitriolic Sphere (C. Arcane & S. Comp.)<sup>2</sup>

### 6th Level

Analyze Dweomer<sup>2</sup>  
Beast Shape IV<sup>2</sup>  
Bite of the Wearbear (S. Comp.)<sup>2</sup>  
Caging Bomb Admixture (Ul. Combat)<sup>1</sup>  
Elemental Body III<sup>2</sup>  
Eyebite<sup>2</sup>  
Form of the Dragon I<sup>2</sup>  
Giant Form I<sup>2</sup>  
Heal<sup>2</sup>  
Magnetic Field (People of the River)<sup>1</sup>  
Miasma (C. Divine & S. Comp.)<sup>2</sup>  
Mislead<sup>2</sup>  
Monstrous Physique IV (Ul. Magic)<sup>2</sup>  
Ooze Puppet (S. Comp.)<sup>2</sup>  
Plant Shape II<sup>2</sup>  
Shadow Walk<sup>2</sup>  
Sonic Form (Adv. Class Guide)<sup>2</sup>  
Statue<sup>2</sup>  
Transformation<sup>2</sup>  
True Seeing<sup>2</sup>  
Twin Form (Adv. Player's)<sup>2</sup>  
Undead Anatomy III (Ul. Magic)<sup>2</sup>  
Walk Through Space (Ul. Combat)<sup>1</sup>  
Wind Walk<sup>2</sup>

### Notes:

<sup>1</sup> = Can only be learned by members of the Mage's Guild.

<sup>2</sup> = Can be learned by the members of the Mage's Guild, the Brother's of the Staff and other arcane alchemists.

(Adv. Class Guide) = Advanced Class Guide  
(Adv. Player's) = Advanced Player's Guide  
(C. A.) or (C. Arcane) = Complete Arcane  
(C. Divine) = Complete Divine  
(Inner Sea Guide) = Inner Sea Guide  
(Inner Sea World Guide) = Inner Sea World Guide  
(M. Wild) = Masters of the Wild  
(Race-Xxx) = Advanced Race Guide--Race  
(S. Comp.) or (S. C.) = Spell Compendium  
(S. Species) = Savage Species  
(Ul. Combat) = Ultimate Combat  
(Ul. Magic) = Ultimate Magic  
3<sup>rd</sup> Edition or 3.5 Edition Spells