

Alchemist Spells

1st Level

Adhesive Spittle (Adv. Class Guide)²
Adjuring Step (Ul. Combat)¹
Ant Haul (Adv. Player's)²
Anticipate Peril (Ul. Magic)²
Blend (Race-Elf)²
Blood Transcription (Ul. Magic)²
Blurred Movement (Adv. Class Guide)²
Body Capacitance (Adv. Class Guide)²
Bomber's Eye (Adv. Player's)²
Bouncing Body (Monster Codex)¹
Comprehend Languages
Crafter's Fortune (Adv. Player's)²
Cure Light Wounds²
Heightened Awareness (Adv. Class Guide)²
Illusion of Calm (Ul. Combat)¹
Invisibility Alarm (Adv. Class Guide)²
Jump²
Keen Senses (Adv. Player's)²
Linebreaker (Race-Half-Orc)²
Longshot (Ul. Combat)¹
Monkey Fish (Adv. Class Guide)²
Negate Aroma (Adv. Player's)²
Phantom Blood (Adv. Class Guide)²
Polypurpose Panacea (Ul. Magic)²
Recharge Innate Magic (Race-Gnome)²
Reduce Person²
See Alignment (Ul. Combat)¹
Shield²
Shock Shield (Ul. Combat)¹
Stone Fist (Adv. Player's)²
Targeted Bomb Admixture (Ul. Combat)¹
Touch of the Sea (Adv. Player's)²
Urban Grace (Race-Half-Elf)²
Vocal Alteration (Ul. Magic)²
Youthful Appearance (Ul. Magic)²

2nd Level

Ablative Barrier (Ul. Combat)¹
Acute Senses (Ul. Magic)²
Adhesive Blood (Adv. Class Guide)²
Aid²
Air Step (Adv. Class Guide)²
Alchemical Allocation (Adv. Player's)²
Alter Self²
Ancestral Regression (Race-Drow)²
Angleskin (S. Comp.)²
Animal Aspect (Ul. Combat)¹
Ant Haul, Commual (Ul. Combat)¹
Barkskin²
Bear's Endurance²
Bestow Weapon Proficiency (Ul. Combat)¹

Blistering Invective (Ul. Combat)¹
Blood Armor (Adv. Class Guide)²
Blood Blaze (Race-Orc)²
Blood Transcription (Ul. Magic)²
Blur²
Bull's Strength²
Bullet Shield (Ul. Combat)¹
Cat's Grace²
Certain Grip (Ul. Combat)¹
Cure Moderate Wounds²
Darkvision²
Deathwine²
Defensive Shock (Ul. Magic)²
Delay Disease (Race-Ratfolk)²
Delay Poison²
Eagle's Splendor²
Elemental Touch (Adv. Player's)²
Empower Holy Water (Undead Slayer's)¹
Enshroud Thoughts (Blood o the Elements)¹
Extreme Flexibility (Adv. Class Guide)²
False Life²¹
Fire Breath (Adv. Player's)²
Fire Sneeze (Goblins of Golarion)¹
Ghostly Disguise (Ul. Magic)²
Imbue with Addiction (Magical Marketpl.)²
Investigative Mind (Adv. Class Guide)²
Invisibility²
Ironskin (Monster Codex)¹
Kinetic Reverberation (Ul. Combat)¹
Levitate²
Merge with Familiar (Familiar Folio)²
Minor Dream (Race-Gnome)²
Owl's Wisdom²
Perceive Cues (Adv. Player's)²
Protection From Arrows²
Resist Energy²
Restoration, Lesser²
Scale Spikes (Web)²
See Invisible²
Shadow Bomb Admixture (Ul. Combat)¹
Sickening Strikes (Race-Ratfolk)²
Skinsend (Ul. Magic)²
Spider Climb²
Squeeze (Race-Dishkanyas)²
Tattoo Potion (Inner Sea Magic)²
Touch Injection (Ul. Combat)¹
Transmute Potion to Poison (Adv. Player's)²
Undetectable Alignment²
Vomit Swarm (Adv. Player's)²
Water of Madden. (Inner Sea World Guide)²

3rd Level

Absorbing Touch (Adv. Player's)²
Absorb Toxicity (Ul. Combat)¹
Adjustable Disguise²
Age Resistance, Lesser (Ul. Magic)²
Air Breathing (Monster Codex)²
Amplify Elixir (Adv. Player's)²
Ancestral Regression (Race—Drow)²
Anchored Step (Adv. Class Guide)²
Animal Aspect, Greater (Ul. Combat)¹
Arcane Sight²
Aura Sight (Adv. Class Guide)²
Battle Trance (Race-Half-Orc)²
Beast Shape²
Blood Scent (Race-Orc)²
Blood Sentinel (Adv. Class Guide)
Bloodhound (Adv. Player's)²
Burrow (Ul. Magic)²
Burst of Speed (Ul. Combat)¹
Countless Eyes (Ul. Magic)²
Cure Serious Wounds²
Darkvision, Communal (Ul. Combat)¹
Delay Poison Communal (Ul. Combat)¹
Disable Construct (Adv. Class Guide)²
Displacement²
Draconic Reservoir (Adv. Player's)²
Elemental Aura (Adv. Player's)²
Endure Elements Communal (Ul. Combat)¹
Eruptive Pustules (Ul. Magic)²
Fire Trail (Race-Goblin)²
Fly²
Gaseous Form²
Haste²
Heroism²
Lightn. Lash Bomb, Admixt.(Ul. Combat)¹
Marionette Possession (Ul. Magic)²
Monstrous Physique (Ul. Magic)²
Nauseating Trail (Adv. Class Guide)²
Non-detection²
Orchid's Drop (Inner Sea Magic)²
Paragon Surge (Race-Half-Elf)²
Prehensile Pilfer (Race-Varna)²
Protect. from Arrows, Comm.(Ul. Combat)¹
Protection from Energy²
Rage²
Resinous Skin (Ul. Combat)¹
Resist Energy, Communal (Ul. Combat)¹
Seek Thoughts (Adv. Player's)²
Spider Climb Communal (Ul. Combat)¹
Thorn Body (Adv. Player's)²
Tongues²
Undead Anatomy I (Ul. Player's)²
Vomit Twin (Race-Goblin)²
Water Breathing²

4th Level

Absorbing Inhalation (Race-Sylph)²
Adjustable Polymorph (Adv. Class Guide)²
Air Walk (Ul. Combat)¹
Age Resistance (Ul. Magic)²
Arcane Eye²
Beast Shape II²
Burning Blood (Inner Sea Gods)²
Caustic Blood (Inner Sea Gods)²
Cure Critical Wounds²
Darkvision, Greater (Ul. Magic)²
Death Ward²
Detonate (Adv. Player's)²
Discern Lies²
Dragon's Breath (Adv. Player's)²
Duplicate Familiar (Familiar Folio)²
Earth Glide (Race—Svirfneblin)²
Echolocation (Ul. Magic)²
Elemental Body²
Enchantment Foil (Adv. Class Guide)²
Eyes of the Void (Adv. Class Guide)²
False Life, Greater (Ul. Magic)²
Fire Shield²
Fluid Form (Adv. Player's)²
Freedom of Movement²
Healing Warmth (Race-Ifrit)²
Invisibility, Greater²
Miasmatic Form (Race-Sylph)²
Monstrous Physique II (Ul. Magic)²
Mutagenic Touch (Ul. Combat)¹
Neutralize Poison²
Persistent Vigor (Adv. Class Guide)²
Restoration²
Scale Spikes, Greater (Web)²
Scorching Ash (Race Ifrit)²
Spell Immunity²
Tongues, Communal (Ul. Combat)¹
Touch of Slime (Ul. Magic)²
Universal Formula (Adv. Player's)²
Vermin Shape I (Ul. Magic)²
Viper Bomb Admixture (Ul. Combat)¹
Vitriolic Mist (Ul. Magic)²

5th Level

Age Resistance, Greater (Ul. Magic)²
Air Walk, Communal (Ul. Combat)¹
Ancestr. Memory (Inner Sea World Guide)²
Beast Shape III²
Contact Other Plane²
Delayed Consumption (Adv. Player's)²
Dream²
Dust Form (Ul. Combat)¹
Elemental Body II²
Elude Time (Adv. Player's)²

Half-Blood Extraction (Race-Half-Orc)²
Languid Bomb Admixture (Ul. Combat)¹
Magic Jar²
Monstrous Physique III (Ul. Magic)²
Nightmare²
Overland Flight²
Planar Adaptation (Adv. Player's)²
Plant Shape I²
Resurgent Transformation (Adv. Player's)²
Sending²
Spell Resistance²
Stoneskin, Communal (Ul. Combat)¹
Transplant Visage (Inner Sea Gods)²
Undead Anatomy II (Ul. Magic)²
Vermin Shape II (Ul. Magic)²

6th Level

Analyze Dweomer²
Beast Shape IV²
Caging Bomb Admixture (Ul. Combat)¹
Elemental Body III²
Eyebite²
Form of the Dragon I²
Giant Form I²
Heal²
Magnetic Field (People of the River)¹
Mislead²
Monstrous Physique IV (Ul. Magic)²
Plant Shape II²
Shadow Walk²
Sonic Form (Adv. Class Guide)²
Statue²
Transformation²
True Seeing²
Twin Form (Adv. Player's)²
Undead Anatomy III (Ul. Magic)²
Walk Through Space (Ul. Combat)¹
Wind Walk²

Notes:

¹ = Can only be learned by members of the Mage's Guild.

² = 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

(Inner Sea Guide) = Inner Sea Guide

(Inner Sea World Guide) = Inner Sea World Guide

(Race-Xxx) = Advanced Race Guide--Race

(Ul. Combat) = Ultimate Combat

(Ul. Magic) = Ultimate Magic