

**ULTIMATE
SPELL DECKS
CUTTING EDGE
MACHINESMITH
SPELL CARDS**

DRONE TURRETS

School transmutation; **Level** machinesmith 3; **Casting Time** 1 standard action; **Components** V,S,M (small clockwork devices with six mechanized legs); **Range** medium (100 ft. + 10 ft./level); **Targets** crossbow or gun turrets; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell animates any or all of a machinesmith's deployed crossbow or gun turrets, granting them a measure of mobility. Each turret can be ordered to move to a new location with a base speed of 20 feet whenever the machinesmith gives it commands. If a turret's target moves out of line of sight, it will automatically attempt to move to where its target was last seen.

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EXTERMINATOR DRONE

School transmutation; **Level** machinesmith 5; **Casting Time** 1 round; **Components** V,S,M (small clockwork device shaped like a serpent with multiple rotors); **Range** 10 miles; **Effect** one drone; **Duration** 1 hour/level (D); **Saving Throw** none; **Spell Resistance** no

This spell animates a tiny drone that takes flight from the caster's hand and transmutes into a Medium-sized rotary drone with a serpentine body. The exterminator drone proceeds to pursue and attack a single target visualized by the caster at a particular location within range. If the target is not at the location when the exterminator drone arrives, the drone will attempt to track the target down. Once an exterminator drone is given a target, it attacks that target until the target is dead, the spell's duration expires, or the drone is destroyed or dismissed.

An exterminator drone may be targeted by spells and mundane attacks. It has AC 15, Hardness 10, and 30 hp + 2 per caster level. It has a fly speed of 100 feet (good) and an effective overland flight speed of 50 mph when racing to its target location. It can make a ranged firearm attack with a 50' range increment or two melee attacks with hooked blades, all dealing 1d10 + 1 damage per two caster levels (bludgeoning and piercing for the ranged attack; slashing for the melee attacks). The damage is considered magical for purposes of DR; its critical range is 20/x4 (ranged) or 18-20/x2 (melee). It uses the caster's base attack bonus + caster's Intelligence bonus for all attacks. It is considered an object and is immune to nonlethal damage and critical hits. The drone can make Fly, Perception, and Survival skill checks with a bonus equal to the caster level + caster's Intelligence bonus. It is considered a magic item for purposes of saving throws with all saves equal to 2 + caster level.

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IRRITANT DRONES

School transmutation; **Level** machinesmith 3; **Casting Time** 1 standard action; **Components** V,S,M (a handful of miniature clockwork devices shaped like insects); **Range** medium (100 ft. + 10 ft./level); **Effect** drone swarms; **Duration** 1 round/level (D); **Saving Throw** Fortitude partial; **Spell Resistance** no

This spell animates a host of diminutive drones that harass the caster's enemies. The drones are too small to cause much damage, but can distract opponents in a manner similar to a swarm of insects. One swarm of drones is animated for every five caster levels, to a maximum of four swarms at 20th level. As part of casting the spell, the caster directs each swarm against one opponent within range. On the caster's turn, any opponent targeted by a swarm of irritant drones takes 1d6 points of piercing damage and is nauseated for 1 round. A successful Fortitude save negates the nauseated condition. If a target moves beyond the range of the spell, the drone swarm returns to the caster. As long as the spell is active, the caster may direct a drone swarm to a different target within range as a move action.

An irritant drone swarm may be targeted by spells or mundane attacks. It has AC 16 and 10 hp + 1 per caster level. It is considered an object and is immune to nonlethal damage and critical hits. It is treated as a swarm of diminutive flying creatures for the purposes of spells, effects, and weapon attacks. It is considered a magic item for purposes of saving throws with all saves equal to 2 + caster level.

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SPIDER DRONE TURRETS

School transmutation; **Level** machinesmith 4; **Casting Time** 1 standard action; **Components** V,S,M (small clockwork devices with six mechanized legs); **Range** medium (100 ft. + 10 ft./level); **Targets** crossbow or gun turrets; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell functions like drone turrets, except that affected turrets also gain a climb speed of 15.

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TRACKER DRONES

School transmutation; **Level** machinesmith 4; **Casting Time** 1 standard action; **Components** V,S,M (four small clockwork devices, each shaped like a cylinder with four wings); **Range** 10 miles; **Effect** four drones; **Duration** 1 hour/level (D); **Saving Throw** none; **Spell Resistance** no

This spell animates four tiny ornithopter-like drones that take flight and attempt to track down the machinesmith's desired target. The target may be any individual creature the caster has seen or a particular creature type. The drones will immediately begin searching the surrounding area for traces of the target, working methodically outward in a spiral pattern until they find the target's tracks or reach the spell's range limit. The four drones make combined Survival skill checks to track a target with a bonus equal to caster level + caster's Intelligence modifier + 5; they may ignore any movement penalties to this check for moving at double speed.

Once the drones have located the tracks of a target, all four drones immediately follow them until locating the target. The four drones immediately begin relaying visual information about the target and surrounding area to the caster, as by the clairvoyance spell. Each drone also can make a single ranged attack against the target, using the caster's base attack bonus + caster's Intelligence bonus. This attack has a range of 50 feet and inflicts no damage.

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TRACKER DRONES (CONT'D)

School transmutation; **Level** machinesmith 4; **Casting Time** 1 standard action; **Components** V,S,M (four small clockwork devices, each shaped like a cylinder with four wings); **Range** 10 miles; **Effect** four drones; **Duration** 1 hour/level (D); **Saving Throw** none; **Spell Resistance** no

A target hit by one or more of the drones is covered in a luminescent dye that acts as a faerie fire spell and lasts for 1 hour per successful attack. It can only be removed by dispel magic or similar effects. The dye also rubs off on the target's surroundings as it moves, providing a +20 enhancement bonus to Survival checks made to track its movement from that point.

Tracker drones may be targeted by spells and mundane attacks. They have AC 16 and 10 hp + 1 per caster level. They have a fly speed of 100 feet (perfect) and can make Fly and Perception skill checks with a bonus equal to the caster level + caster's Intelligence modifier. They are considered objects and are immune to nonlethal damage and critical hits. They are considered magic items for purposes of saving throws with all saves equal to 2 + caster level.

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VERSION 1.0A

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