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ROFARS ADRAK ON DOLDEN ADRAK ON DALEYS ADRAK ON ARALEY AD

School transmutation; Level machinesmith 2; Casting Time 1 standard action; Components V, S, M (a small clockwork device shaped like an axle surrounded by three to five scythe-like blades); Range medium (100ft + 10ft/level); Duration 1 round/Level (D); Saving Throw none; Spell Resistance no

This spell animates a tiny rotary blade drone, taking flight from the caster's fist, which flies toward the target, slashing and tearing with terrible speed, dealing 1d10 points of slashing damage per hit, with an additional +1 damage per two caster levels (maximum +5). The damage is considered magical for purposes of DR, and has a critical range of 18-20/x2. It attacks each round during the caster's turn, using the caster's base attack bonus with an Intelligence modifier bonus, versus the target's AC. Blade drones do not impart a flanking bonus or receive a flanking bonus, and does not benefit from spells, combat actions, or feats held by the caster. If the target moves beyond the range of the spell, the drone returns to the caster. As long as the Blade Drone is active, the caster may redirect it to a different target within range, prior to its attack, by using a move action The Blade Drone receives a full attack if it does not move during the caster's turn. The Blade Drone may be targeted by spells or mundane attacks; it has an AC of 16 and 10 hp +1 per caster level. It is considered an object and is immune to nonlethal damage and critical hits. It is considered a magic item for purposes of saving throws with all saves being equal to 2 + caster level.

Uses Per Day:_

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CALCIFIC TOUCH

School transmutation [earth]; Level machinesmith 5, sorcerer/ wizard 4; Casting Time 1 standard action; Components V, S; Range touch; Target creature or creatures touched (up to one per level); Duration 1 round/level; Saving Throw Fortitude partial; Spell Resistance yes

Your touch progressively transmutes the substance of creatures you touch into stone. Once per round, you may deliver a touch attack that inflicts 1d4 points of Dexterity damage and slows the target (as the spell) for 1 round. A successful Fortitude save negates the slow effect but not the ability damage. A target reduced to 0 Dexterity is petrified permanently. Break enchantment, restoration, or stone to flesh can reverse the effects of calcific touch.

Uses Per Day:

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CLUSTER BOMB

School transmutation; Level machinesmith 4; Casting Time 1 standard action; Components V, S, M (alchemist's fire worth 20 gp); Range medium (100ft + 10ft/level); Area 10 ft radius burst; Duration instantaneous; Saving Throw Reflex half; Spell Resistance yes

The caster hurls a charged alchemist's fire, which explodes into a shower of smaller bombs on impact, each dealing 3d6 points of fire damage plus an additional point of damge per caster level (maximum +15) to every creature in the area. While the first bomb is targeted to a specific square, the spell creates two additional bombs, which bounce as if a miss according to the standard splash weapon rules. The saving throw is made separately for each bomb.

Uses Per Day:

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FLAMING BOLT

School evocation [Fire]; Level cleric 3 (Cult of the Dragon), machinesmith 3, ranger 3, sorcerer/ wizard 3; Casting Time 1 standard action; Component V, S; Range Touch; Target 1 projectile/ 2 caster level; Duration up to 1 round/level; Saving Throw none; Spell Resistance yes

When casting this spell, the caster touches a number of pieces of ammunition. Each piece of ammunition (can be arrows, bolts, or bullets) can then be fired, dealing 1 point of fire damage per caster level (maximum +10). The fire is subject to spell resistance.

Once fired, whether they hit or miss, the magic is gone.

Uses Per Day:_____

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GUARDIAN DRONE

School transmutation; Level machinesmith 1; Casting Time 1 standard action; Components V, S, M (a small clockwork device shaped like a bird or other flying creature); Range personal; Duration 1 round/Level (D); Saving Throw Will negates (harmless); Spell Resistance no

This spell animates a tiny mechanical guardian to aid and protect the caster. At time of casting, the caster selects either an offensive or defensive option for the drone. If offensive, the drone harasses and distracts an adjacent enemy, granting the caster a +2circumstantial bonus to attack rolls against the target. The target of the spell may be changed by a swift action. If set to defensive, the drone imparts a +2 AC bonus to the caster against a specific adjacent opponent's next attack. By using a move action, the caster can change the drone from offensive to defensive, and vice versa. The drone may be attacked; it has an AC of 16 and 4 hp, and has all saves equal to a magic item (2 + caster level).

Uses Per Day:____

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HUNTER SEEKER DRONES

School transmutation; Level machinesmith 6; Casting Time 1 standard action; Components V, S, M (three small clockwork devices shaped like an axle surrounded by three to five scythe-like blades); Range medium (100 ft + 10 ft/level); Duration 1 round/ Level (D); Saving Throw see text; Spell Resistance no

This spell functions as Blade Drone, except as noted here. Three separate Drones are activated by the spell, which can each target a different enemy. In addition, upon casting the spell, the caster may designate one of three effects to apply to all three drones:

- Each drone is invisible as if affected by a greater invisibility spell at the caster's caster level.
- Each drone can be commanded to explode individually as a swift action, dealing 5d6 points of slashing and fire damage, reflex save for half. This destroys the drone.
- Each drone also deals force damage. As a force effect it can damage incorporeal creatures without the normal reduction in damage.

Uses Per Day:

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LEASHED SHACKLES

School evocation [force]; Level inquisitor 4, machinesmith 6, sorcerer/wizard 6; Casting Time 1 standard action; Components V, S; Range medium (100 ft + 10 ft/level); Target one creature; Duration 1 minute/level; Saving Throw Reflex negates; Spell Resistance yes

You create shackles made of pure force that bind the target's limbs. You must designate an object or location (such as the floor) that the shackles attach to as an anchor point, which must be within 30 ft of the target. The target is entangled and cannot move more than 30 ft from the place or object the shackles are attached to. Though the shackles cannot be attacked, they may be dispelled. If the object or location the shackles are attached to is damaged or destroyed, the target remains entangled but is free to move away from the anchor point.

Uses Per Day:___

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School transformation; Level machinesmith 4, sorcerer/wizard 4; Casting Time 1 standard action; Components V, S; Range close (25 ft + 5 ft/2 levels); Target one construct or drone; Duration 1 round/Level (D); Saving Throw Fortitude negates; Spell Resistance Yes

This spell duplicates the effects of confusion, but may target a construct. The target becomes immobile and takes no actions, save for attacks of opportunity. If cast upon a drone, the drone is destroyed.

Uses Per Day:_____

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MAGNIFY VISION

School transmutation; Level bard 2, druid 2, machinesmith 1, ranger 2, sorcerer/ wizard 2; Casting Time 1 standard action; Component V, S, DF / M (magnifying glass); Range Personal; Target You; Duration 1 round / level (D)

This spells doubles the range of your vision. If you have darkvision, this doubles the range of it for the duration of the spell.

Uses Per Day:____

র্জ ওম্ওগুর্পার প্রতির্দে এর্ডার্জ এরা রাওরেরারের এরা প্রায় হারা প্রায়ার্থ বর্ষারেরে বরারেরা হারা হারা রাজনের ব্রায়

POCKET ARMY

School conjuration (creation); Level machinesmith 5; Casting Time 1 round; Components V, S, F (a mechanical music box worth at least 1000 gp); Range Close (25 ft + 5 ft/level); Duration 1 round/Level (D); Saving Throw No; Spell Resistance No

This spell creates 1d4 small clockwork constructs from an elaborate music box that immediately attack the nearest enemy within the spell's range. The box may be held by the caster or deposited on the ground. They remorselessly attack this foe until the opponent is killed or destroyed, upon which they attack the nearest opponent. At each subsequent round, the box produces an additional construct, which attacks the nearest opponent. If there is no opponent within range, the constructs will wait until one appears. After the spell ends, they become a pile of mechanical junk.

The constructs are Small, with an AC 10, 10 hp + 1/caster level, saving throws of 2 + caster level, and a speed of 20 ft. They each have a single slam attack made at the caster's base attack bonus + Intelligence modifier for 1d4+2 points of damage that is treated as adamantine for purposes of overcoming DR.

The music box has a hardness of 5, 10 hp, and a break DC of 15.

Uses Per Day:____

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POSSESS OBJECT

School necromancy; Level machinesmith 5, sorcerer/wizard 5, witch 5; Components V, S, F (a gem or crystal worth at least 100 gp); Casting Time 1 standard action; Target 1 object; see text; Duration 1 hour/Level or upon the caster's return to body; Saving Throw see text; Spell Resistance yes

This spell functions as magic jar, except that you transfer your mind to an inanimate object. The object is permitted a save against possession as in magic jar only if it possessess estimatione. The object becomes animated as if by the animate objects spell, but you retain your own Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. You cannot cast spells that require any sort of component or speak while possessing an object. Your original body is apparently dead and is unaffected by disease, poisons, or other effects targeting you.

Uses Per Day:____

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PROGRAM FEAT

School transmutation; Level cleric/oracle 2, machinesmith 2, sorcerer/wizard 2; Casting Time 1 standard action; Components V, S, DF; Range touch; Target one creature and one construct touched; Duration 10 minutes/level; Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

When you cast this spell, it allows a construct to gain a single feat, for which it has all the prerequisites, that is possessed by the creature also targeted by the spell. For the construct to benefit from the feat, it must be passive, rather than requiring an action or choice to take effect.

Uses Per Day:____

RAPID REPAIR

School transmutation; Level cleric/oracle 5, machinesmith 5, sorcerer/wizard 5; Casting Time 1 standard action; Components V, S, DF; Range touch; Target construct touched; Duration 1 round/Level (D); Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

The targeted construct gains fast healing 5. This does not stack with any fast healing the construct already possesses. Fast healing has no effect on a construct that is reduced below 1 hp or has been destroyed.

Uses Per Day:_____

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TRANSCRIBE

School conjuration (creation); Level bard 1, cleric 1, machinesmith 1, sorcerer/ wizard 1; Casting Time 1 standard action; Component V, S, M (a scroll, book or tablet); Range Close; Duration 1 minute/level; Saving Throw Will negates; Spell Resistance yes

This spells copies a conversation onto the material component of the spell. A clay tablet, single page or piece of scroll can hold up to one minute of conversation.

If the caster runs out of material component before the spell ends, the spell ends immediately.

Uses Per Day:___

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