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# ULTIMATE SPELL DECKS



## MACHINESMITH SPELL CARDS

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# BLADE DRONE

**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:** \_\_\_\_\_

**Uses:** ☐☐☐☐☐☐☐☐☐☐

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.

[illegible]

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 damage 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:** □□□□□□□□

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.

[illegible][illegible]

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1. *Journal of Management Studies*, 1996, 33, 1, 1-14.

## 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:** Uses:

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:** □□□□□□□□



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.

[illegible]

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

[illegible]

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

**Uses Per Day:** \_\_\_\_\_ **Uses:** □□□□□□□□

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1. *Journal of Management Studies*, 1996, 33, 1, 1-14.

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.

[illegible]

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:** □□□□□□□□

**○ 附註**

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