

# ULTIMATE SPELL DECKS



## ANTI-PALADIN SPELL CARDS

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LPJ9487



This spell turns corpses into undead skeletons or zombies that obey your spoken commands. The undead can be made to follow you, or they can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again. Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead. The desecrate spell doubles this limit.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Undead you control through the Command Undead feat do not count toward this limit.

**Skeletons:** A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones. **Zombies:** A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a physical anatomy.

[illegible]

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You place a curse on the subject. Choose one of the following.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Bestow curse counters remove curse.

[illegible]

**School** enchantment (compulsion); **Level** antipaladin 2; **Casting Time** 1 standard action; **Components** V, S, M (pieces of shaved metal); **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature; **Duration** 1 minute/level; **Saving Throw** Will negates (harmless); **SR** yes (harmless)

You bestow the subject with the ability to use a single type of weapon he is not proficient in as if he were proficient with that weapon. The weapon can be any type, including an exotic weapon, but the subject of the spell must be holding the spell when you cast it.

Uses Per Day: \_\_\_\_\_

[illegible]

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[illegible]

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

[illegible][illegible]

**School** transmutation; **Level** antipaladin 2; **Casting Time** 1 standard action; **Components** V, S, M/DF (a few hairs, or a pinch of dung, from a bull); **Range** touch; **Targets** creature touched; **Duration** 1 min./level; **Saving Throw** Will negates (harmless); **SR** yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Uses Per Day: \_\_\_\_\_ Uses:



[illegible][illegible][illegible]

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Cause fear counters and dispels remove fear.

[illegible]

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

**Approach:** On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

**Drop:** On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

**Fall:** On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

**Flee:** On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

**Halt:** The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out your command on its next turn, the spell automatically fails.

Uses Per Day: \_\_\_\_\_

[illegible]

The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. For more information see Diseases.

[illegible]

## CORRUPTION RESISTANCE

**School** abjuration[chaotic, evil, good, or lawful]; **Level** antipaladin 2; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Targets** creature touched; **Duration** 10 minutes/level; **Saving Throw** Fortitude negates (harmless); **SR** yes (harmless)

You grant the touched creature limited protection from magical effects that inflict damage based on the target creature's alignment, such as holy smite, order's wrath, a paladin's smite evil attack, or an unholy weapon. Choose one alignment type: chaos, evil, good, or law. The subject takes 5 less points of damage from effects that specifically harm creatures of that alignment. The value of the protection increases to 10 points at 7th level and 15 points at 11th level. The spell protects the recipient's equipment as well.

Corruption resistance protects against spells, spell-like abilities, and special abilities, not physical attacks. Corruption resistance only protects against damage. The subject can still suffer side effects from such attacks. When you use this spell to protect an alignment, it gains the descriptor of that alignment.

[illegible]

**School** necromancy [evil]; **Level** antipaladin 1; **Casting Time** 1 minute; **Components** V, S, M (5 lbs. of powdered silver worth 25 gp); **Range** touch; **Targets** flask of water touched; **Duration** instantaneous; **Saving Throw** Will negates (object); **SR** yes (object)

This spell imbues a flask (1 pint) of water with negative energy, turning it into unholy water (see Equipment). Unholy water damages good outsiders the way holy water damages undead and evil outsiders.

Uses Per Day:

[illegible]

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[illegible][illegible]

[illegible]



## DARKVISION, COMMUNAL

**School** transmutation; **Level** antipaladin 3; **Casting Time** 1 standard action; **Components** V, S, M (either a pinch of dried carrot or an agate); **Range** touch; **Targets** creatures touched; **Duration** 1 hour/level; **Saving Throw** Will negates (harmless); **SR** yes (harmless)

This spell functions like darkvision, except you may divide the duration in 1-hour intervals among the creatures touched.

Uses Per Day: \_\_\_\_\_

[illegible]

This spell functions as darkvision, except the target's darkvision has a range of 120 feet.

[illegible][illegible]

**School** necromancy [death]; **Level** antipaladin 3; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Targets** you; **Duration** 1 minute/level

With every enemy life you take, you become increasingly dangerous and difficult to stop. During the duration of the spell, you gain a cumulative +1 luck bonus on melee attack rolls, melee weapon damage rolls, Strength checks, and Strength-based skill checks as well as DR 2/- each time you reduce a qualifying opponent to 0 or few hit points (maximum +5 bonus and DR 10/-) with a melee attack. A qualifying opponent has a number of Hit Dice equal to or greater than your Hit Dice -4.

Uses Per Day:

[illegible]

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

[illegible]

This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with darkvision cannot see within the spell's confines.

Uses Per Day: \_\_\_\_\_ Uses:

As sanctify armor, except you gain DR 5/good when using your judgment or smite ability.

[illegible]

[illegible][illegible]

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

[illegible][illegible]



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This spell functions like *dispel evil*, except that you are surrounded by dark, wavering unholy energy, and the spell affects good creatures and spells rather than evil ones.

[illegible]

This spell functions like dispel evil, except that you are surrounded by flickering, yellow chaotic energy, and the spell affects lawful creatures and spells rather than evil ones.

1. 2019.01.01 ~ 2019.01.05 : 2019년 1월 1일부터 2019년 1월 5일까지  
 2. 2019.01.06 ~ 2019.01.10 : 2019년 1월 6일부터 2019년 1월 10일까지  
 3. 2019.01.11 ~ 2019.01.15 : 2019년 1월 11일부터 2019년 1월 15일까지  
 4. 2019.01.16 ~ 2019.01.20 : 2019년 1월 16일부터 2019년 1월 20일까지  
 5. 2019.01.21 ~ 2019.01.25 : 2019년 1월 21일부터 2019년 1월 25일까지  
 6. 2019.01.26 ~ 2019.01.30 : 2019년 1월 26일부터 2019년 1월 30일까지  
 7. 2019.01.31 ~ 2019.02.04 : 2019년 1월 31일부터 2019년 2월 4일까지  
 8. 2019.02.05 ~ 2019.02.09 : 2019년 2월 5일부터 2019년 2월 9일까지  
 9. 2019.02.10 ~ 2019.02.14 : 2019년 2월 10일부터 2019년 2월 14일까지  
 10. 2019.02.15 ~ 2019.02.19 : 2019년 2월 15일부터 2019년 2월 19일까지  
 11. 2019.02.20 ~ 2019.02.24 : 2019년 2월 20일부터 2019년 2월 24일까지  
 12. 2019.02.25 ~ 2019.02.29 : 2019년 2월 25일부터 2019년 2월 29일까지  
 13. 2019.03.01 ~ 2019.03.05 : 2019년 3월 1일부터 2019년 3월 5일까지  
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 31. 2019.05.30 ~ 2019.05.31 : 2019년 5월 30일부터 2019년 5월 31일까지  
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 33. 2019.06.06 ~ 2019.06.10 : 2019년 6월 6일부터 2019년 6월 10일까지  
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 67. 2019.11.20 ~ 2019.11.24 : 2019년 11월 20일부터 2019년 11월 24일까지  
 68. 2019.11.25 ~ 2019.11.29 : 2019년 11월 25일부터 2019년 11월 29일까지  
 69. 2019.11.30 ~ 2019.11.31 : 2019년 11월 30일부터 2019년 11월 31일까지  
 70. 2019.12.01 ~ 2019.12.05 : 2019년 12월 1일부터 2019년 12월 5일까지  
 71. 2019.12.06 ~ 2019.12.10 : 2019년 12월 6일부터 2019년

# DISPEL MAGIC

**School** abjuration; **Level** antipala, magus 3; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Targets** one spellcaster, creature, or object; **Duration** instantaneous; **Saving Throw** none; **SR** no

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their s, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

**Targeted Dispel:** One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level ( $DC = 11 + \text{the spell's caster level}$ ). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23

## DISPEL MAGIC (CONT'D)

**School** abjuration; **Level** antipala, magus 3; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Targets** one spellcaster, creature, or object; **Duration** instantaneous; **Saving Throw** none; **SR** no

or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level ( $DC = 11 + \text{the item's caster level}$ ). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword

(a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

**Counterspell:** When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

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The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

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The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

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## INFLICT LIGHT WOUNDS

**School** necromancy; **Level** antipaladin 1; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** creature touched; **Duration** instantaneous; **Saving Throw** Will half; **SR** yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Uses Per Day: \_\_\_\_\_

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## INFLICT MODERATE WOUNDS

**School** necromancy; **Level** antipaladin 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** creature touched; **Duration** instantaneous; **Saving Throw** Will half; **SR** yes

This spell functions like inflict light wounds, except that you deal 2d8 points of damage + 1 point per caster level (maximum +10).

[illegible]

## INFLICT SERIOUS WOUNDS

**School** necromancy; **Level** antipaladin 4; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** creature touched; **Duration** instantaneous; **Saving Throw** Will half; **SR** yes

This spell functions like inflict light wounds, except that you deal 3d8 points of damage + 1 point per caster level (maximum +15).

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# INVISIBILITY

**School** illusion (glamer); **Level** antipaladin 2, magus 2; **Casting Time** 1 standard action; **Components** V, S, M/DF (an eyelash encased in gum arabic); **Range** personal or touch; **Targets** you or a creature or object weighing no more than 100 lbs./level; **Duration** 1 min./level(D); **Saving Throw** Will negates (harmless) or Will negates (harmless, object); **SR** yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack.

**School** illusion (glamer); **Level** antipaladin 2, magus 2; **Casting Time** 1 standard action; **Components** V, S, M/DF (an eyelash encased in gum arabic); **Range** personal or touch; **Targets** you or a creature or object weighing no more than 100 lbs./level; **Duration** 1 min./level(D); **Saving Throw** Will negates (harmless) or Will negates (harmless, object); **SR** yes (harmless) or yes (harmless, object)

Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear.

Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a permanency spell.

Uses Per Day: \_\_\_\_\_

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**School** transmutation; **Level** antipaladin 2; **Casting Time** 1 swift action; **Components** V, S, DF; **Range** personal; **Targets** you; **Duration** 1 round; **Saving Throw** no; **SR** yes

Invoking this litany strengthens your defenses. Any enhancement bonus your armor has is doubled and you are immune to fear. While subject to this spell, the target cannot be the target of another spell that has the word “litany” in the title.

[illegible]

**School** enchantment(charm)[language dependent]; **Level** anti-paladin 2; **Casting Time** 1 swift action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature; **Duration** 1 round; **Saving Throw** no; **SR** yes

Your litany is a fascinating diatribe of grace, causing your target to do nothing but listen. The target is fascinated. While subject to this spell, the target cannot be the target of another spell that has the word “litany” in the title.

[illegible]

## LITANY OF ENTANGLEMENT

**School** conjuration (calling) [language dependent]; **Level** anti-paladin 2; **Casting Time** 1 swift action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature; **Duration** 1 round; **Saving Throw** Will negates; **SR** yes

Your litany conjures chains of energy that lash upward from the ground and hamper the target's movement. The target is entangled. This spell has no effect on flying creatures, or creatures not standing upon solid ground. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Uses Per Day: \_\_\_\_\_

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**School** enchantment (charm)[language dependent]; **Level** antipaladin 4; **Casting Time** 1 swift action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature; **Duration** 1 or more rounds (see below); **Saving Throw** no, see below; **SR** yes

This litany is a sermon of madness. The target is confused. At the start of each of its turns, it can make a saving throw against the confused effect (DC of the spell). If the target fails the save, it continues to be confused. If it makes the save, the effect ends. While subject to this spell, the target cannot be the target of another spell that has the word “litany” in the title.

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This litany reveals the unseen to you. You can see invisible creatures and objects within 30 feet. While subject to this spell, the target cannot be the target of another spell that has the word “litany” in the title.

[illegible]

**School** enchantment (compulsion)[language dependent, mind-affecting]; **Level** antipaladin 1; **Casting Time** 1 swift action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature; **Duration** 1 round; **Saving Throw** no; **SR** yes

With a litany against the wages of sloth, you slow the target's defenses. The target cannot make attacks of opportunity or cast spells defensively. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

[illegible]

**School** evocation [language dependent, sonic]; **Level** antipaladin 4; **Casting Time** 1 swift action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature; **Duration** 1 round; **Saving Throw** Fortitude negates; **SR** yes

You call down a thunderous boom upon your enemy. The target becomes deafened until the condition is removed, and is confused for 1 round. While subject to this spell, the target cannot be the target of another spell that has the word “litany” in the title.

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



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**School** transmutation; **Level** antipaladin 2; **Casting Time** 1 swift action; **Components** V, S, DF; **Range** personal; **Targets** you; **Duration** 1 round

With this litany, you become more aware of your opponents. You can make two additional attacks of opportunity this round. Furthermore, you gain a +2 sacred bonus to AC against attacks of opportunity. While subject to this spell, the target cannot be the target of another spell that has the word “litany” in the title.

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This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.

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## MAGIC CIRCLE AGAINST GOOD

**School** abjuration [evil]; **Level** antipaladin 3; **Casting Time** 1 standard action; **Components** V, S, M/DF (a 3-ft.-diameter circle of powdered silver); **Range** touch; **Effect** 10-ft.-radius emanation from touched creature; **Duration** 10 min./level; **Saving Throw** Will negates (harmless); **SR** no; see text

This spell functions like magic circle against evil, except that it is similar to protection from good instead of protection from evil, and it can imprison a nonevil called creature.

[illegible]

## MAGIC CIRCLE AGAINST LAW

**School** abjuration [chaotic]; **Level** antipaladin 3; **Casting Time** 1 standard action; **Components** V, S, M/DF (a 3-ft.-diameter circle of powdered silver); **Range** touch; Effect 10-ft.-radius emanation from touched creature; **Duration** 10 min./level; **Saving Throw** Will negates (harmless); **SR** no; see text

This spell functions like magic circle against evil, except that it is similar to protection from law instead of protection from evil, and it can imprison a nonchaotic called creature.

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# MAGIC SIEGE ENGINE, GREATER

**School** transmutation; **Level** antipaladin 4; **Casting Time** 1 standard action; **Components** V, S, M/DF (black powder); **Range** close (25 ft. + 5 ft./2 levels); **Targets** one siege engine touched; **Duration** 1 hour/level; **Saving Throw** Will negates (harmless, object); **SR** yes (harmless, object)

This spell functions like magic siege weapon, except it gives an indirect fire siege weapon an enhancement bonus on targeting and damage rolls of +1 per four caster levels (maximum +5). If used on a direct-fire siege weapon, this spell functions as greater magic weapon.

Uses Per Day: \_\_\_\_\_

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Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.

You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

[illegible]

## MAGIC WEAPON, GREATER

**School** transmutation; **Level** antipaladin 3; **Casting Time** 1 standard action; **Components** V, S, M/DF (powdered lime and carbon); **Range** close (25 ft. + 5 ft./2 levels); **Targets** one weapon or 50 projectiles (all of which must be together at the time of casting); **Duration** 1 hour/level; **Saving Throw** Will negates (harmless, object); **SR** yes (harmless, object)

This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5). This bonus does not allow a weapon to bypass damage reduction aside from magic.

Alternatively, you can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation after they are used.

Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

Uses Per Day: \_\_\_\_\_ Uses:

You give the target a mental urge to kill its nearest ally, which it obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally.

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## NONDETECTION, COMMUNAL

**School** abjuration; **Level** antipaladin 4; **Casting Time** 1 standard action; **Components** V, S, M (diamond dust worth 25 gp per target); **Range** touch; **Targets** creatures or objects touched; **Duration** 1 hour/level; **Saving Throw** Will negates (harmless, object); **SR** yes (harmless, object)

This spell functions like nondetection, except you divide the duration in 1-hour increments among the creatures or objects touched.

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Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

[illegible]

## PROTECTION FROM GOOD

**School** abjuration [evil]; **Level** antipaladin 1; **Casting Time** 1 standard action; **Components** V, S, M/DF; **Range** touch; **Targets** creature touched; **Duration** 1 min./level(D); **Saving Throw** Will negates (harmless); **SR** no; see text

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by good creatures. The target receives a new saving throw against control by good creatures and good summoned creatures cannot touch the target.

[illegible]



[illegible][illegible]

## PROTECTION FROM LAW

**School** abjuration [chaotic]; **Level** antipaladin 1; **Casting Time** 1 standard action; **Components** V, S, M/DF; **Range** touch; **Targets** creature touched; **Duration** 1 min./level(D); **Saving Throw** Will negates (harmless); **SR** no; see text

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by lawful creatures.

The target receives a new saving throw against control by lawful creatures and lawful summoned creatures cannot touch the target.

[illegible]

This spell functions like protection from law, except you divide the duration in 1-minute intervals among the creatures touched.

Uses: □□□□□□□□

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You must have a melee weapon in hand to cast this spell.

On a successful melee attack, your weapon resounds with a thunderous clash. The target takes 1d6 points of sonic damage. Your weapon is not harmed by this attack.

If you are using your judgment ability or smite ability against the target, it is staggered for 1 round on a successful attack. A successful Fortitude save negates the staggering effect.

On a successful critical hit, the target is stunned for 1 round and deafened for 1d6 rounds. A successful Fortitude save negates the stunning and deafening effects. If you are also using judgment or smite, your foe makes only a single save against all effects.

This spell immediately ends if your weapon leaves your hand.

Resounding blow stacks with the thundering weapon property.

Uses Per Day:

Uses:

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Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to sonic or language-based attacks, spells, and effects.

[illegible]

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**Uses Per Day:**

**Uses:** [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]



## SUMMON MINOR MONSTER

**School** conjuration (summoning); **Level** antipaladin 1; **Casting Time** 1 round; **Components** V, S, F/DF (a tiny bag and a small candle); **Range** close (25 ft. + 5 ft./2 levels); **Effect** 1d3 summoned creatures; **Duration** 1 round/level (D)(D); **Saving Throw** none; **SR** no

This spell functions as summon monster I, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. As with animals summoned with summon monster I, you may apply one alignment-appropriate template to these animals.

Uses Per Day:

[illegible]

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an “\*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “\*” always have an alignment that matches yours, regardless of their usual alignment.

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

This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

[illegible]

This spell functions like *summon monster I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

[illegible]

[illegible]

This spell functions like *summon monster I*, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

[illegible]

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## UNADULTERATED LOATHING

**School** enchantment (compulsion)[emotion, mind-affecting]; **Level** antipaladin 2; **Casting Time** 1 standard action; **Components** V, S, M; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature; **Duration** 1 day/level; **Saving Throw** Will negates; **SR** yes

You fill the target with a terrible loathing aimed at a specific creature. At the time of the casting, you designate a single creature as the object of the target's revulsion. Thereafter, the target does all it can to remain at least 60 feet away from the object of its loathing. As soon as the target moves within this range, it becomes nauseated until it can again get away from the object of its revulsion. If traveling beyond 60 feet of the object of its loathing would place the target in obvious physical danger, the target can attempt a second save to break the spell's effect.

Unadulterated loathing counters reckless infatuation.

[illegible]

## UNDETECTABLE ALIGNMENT

**School** abjuration; **Level** antipaladin 2; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature or object; **Duration** 24 hours; **Saving Throw** Will negates (object); **SR** yes (object)

An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.

[illegible]



This spell allows you to channel the powers of evil into your sword, or any other melee weapon you choose. The weapon acts as a +5 unholy weapon (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against good opponents).

It also emits a magic circle against good effect (as the spell). If the magic circle ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one unholy sword at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with any spells that modify the weapon in any way.

This spell does not work on artifacts. A masterwork weapon's bonus to attack does not stack with this spell's enhancement bonus to attack.

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

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[illegible]

You instill the target animal with the combat training general purpose (see the Handle Animal skill, Core Rulebook 98). This supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, it reverts to its previous trained purpose and known tricks.

[illegible]

# CREDITS

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