# LINKIK $\mathbb{N}^2$ **MATE COMABI** SPELL CARDS

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.





LTTARE ATRAN ON GERTEN ATRAN ON THATS ATRAN ON ARABH ONLEY

# **ABLATIVE BARRIER**

School conjuration (creation)[force]; Level alchemist 2, magus 2, sorcerer/wizard 3, summoner 2; Casting Time 1 standard action; Components V, S, M (a piece of metal cut from a shield); Range touch; Targets creature touched; Duration 1 hour/level or until discharged; Saving Throw Will negates (harmless); SR no

Invisible layers of solid force surround and protect the target, granting that target a +2 armor bonus to AC. Additionally, the first 5 points of lethal damage the target takes from each attack are converted into nonlethal damage. Against attacks that already deal nonlethal damage, the target gains DR 5/-. Once this spell has converted 5 points of damage to nonlethal damage per caster level (maximum 50 points), the spell is discharged.

Uses Per Day:

#### Uses:

· 2420140 2084 492.50

Set the structure with

## ABSORB TOXICITY

School necromancy; Level alchemist 3, druid 4, sorcerer/ wizard 5, witch 4; Casting Time 1 standard action; Components V, S, M (a thorn from a poisonous plant); Range personal; Targets you; Duration 10 minutes/level or until discharged; Saving Throw see text; SR no

You absorb the toxicity of your surroundings, becoming toxic as a result. While under the effect of this spell, you are immune to diseases and poisons with which you come into contact. When you are exposed to a disease or poison, you can choose to absorb it. Doing so ends the immunity due to this spell to any disease and poison other than the one you absorbed. You remain immune to the new affliction until this spell ends. Casting absorb toxicity on yourself a second time does not allow you to absorb a second toxin but instead resets the duration of the effect to its full 10 minutes/level. While you have a disease or poison absorbed, you can use a melee touch attack to transfer that affliction to another creature. A missed attack does not discharge the spell, and you can try to transfer the affliction again in subsequent rounds. If you hit, this spell is discharged, and your target must make a saving throw against the transferred affliction (DC equal to this spell's save DC or the affliction's save DC, whichever is higher) or suffer its effect or initial effect immediately. The target then continues to suffer from the affliction's normal effects. If the spell's duration expires before you have transferred the affliction, you are exposed to any absorbed poison or disease as if you had transferred it to yourself. but you gain a +2 bonus on saves against that particular instance of the poison or disease.

Uses Per Day:

## Uses:

2020110 2084 492.50

300 gan 5004

# ABUNDANT AMMUNITION

School conjuration (summoning); Level bard 1, cleric 1, ranger 1, sorcerer/wizard 1; Casting Time 1 standard action; Components V, S, M/DF (a single piece of ammunition); Targets one container touched; Duration 1 minute/level; Saving Throw none; SR no

When cast on a container such as a quiver or a pouch that contains nonmagical ammunition or shuriken (including masterwork ammunition or shuriken), at the start of each round this spell replaces any ammunition taken from the container the round before. The ammunition taken from the container the round before vanishes. If, after casting this spell, you cast a spell that enhances projectiles, such as align weapon or greater magic weapon, on the same container, all projectiles this spell conjures are affected by that spell.

Uses Per Day:

#### Uses:

90 KK9 XOBK 49X.50

# ADJURING STEP

School abjuration (force); Level alchemist 1, bard 1, magus 1, sorcerer/wizard 1; Casting Time 1 standard action; Components V, S, M (a rabbit's foot); Range personal; Targets you; Duration 1 round/level or until discharged

This spell creates a subtle and complicated force effect that is most effective when used by a still or slow-moving spellcaster or formula user. While you are subject to this spell, you can take two 5-foot steps each round and still cast spells and use spell-like abilities without provoke attacks of opportunity. This spell automatically discharges as soon as you make an attack, cast a harmful spell against another creature, or move more than 5 feet with a single move action. If the action that discharges the spell also provokes attacks of opportunity, that action still provokes attacks of opportunity as normal.

Uses Per Day: \_

#### Uses:

THE STREET S

# ADORATION

School transmutation; Level bard 1, sorceret/wizard 2, witch 2; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one creature; Duration 1 minute/ level; Saving Throw Will negates (harmless); SR yes

The target of this spell is the subject of adoration by those whom it tries to affect with Diplomacy or during performance combat. If the target is out of combat, it receives a +2 morale bonus on all Diplomacy checks it makes to influence creatures. If the creature is engaged in performance combat (see page 153), the target gains a +2 morale bonus on all performance combat checks.

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

Uses:

2490440 XOB4 49X.5# 24 9.594

200 200707 002.30

200 77.377 472.307 200 324.307

## **AIR BUBBLE**

School conjuration; Level cleric 1, druid 1, ranger 1, sorcerer/ wizard 1, witch 1; Casting Time 1 standard action; Components S, M/DF (a small bladder filled with air); Range touch; Targets one creature or one object no larger than a Large two-handed weapon; Duration 1 minute/level; Saving Throw Will negates (harmless); SR yes (harmless)

Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage. A firearm within an air bubble can be loaded-assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device-and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the air bubble explodes, the explosion occurs normally.

Uses Per Day:

#### Uses:

2420 MM2 XOBM 402 SH 24 250

242 27575R

LTEARS ATTEM ON OTLINE ATTEM ON THETI ATTEM ON STATEM

School transmutation [air]; Level alchemist 4, cleric 5, druid 5; Casting Time 1 standard action; Components V, S, DF; Range touch; Targets creatures touched; Duration 10 min./level; Saving Throw none; SR yes (harmless)

This spell functions like air walk, except divide the duration in 10-minute intervals among the creatures touched.

Uses Per Day:

#### Uses:

2440 MM9 HOBM 498.5# 24 9.59

· 安徽 的复数外外 的复数出来 安都 计算法的 的复数出来 安徽 法把法法联盟

#### **ANIMAL ASPECT**

School transmutation (polymorph); Level alchemist 2, magus 2, druid 2, ranger 2, sorcerer/wizrd 2; Casting Time 1 standard action; Components V, S, M/DF (a part of the animal); Range personal; Targets you; Duration 1 minute/level (D)(D); Saving Throw none; SR yes (harmless); You gain some of the beneficial qualities of an animal. Your base form is largely unchanged and your size is unaltered, but some of your body parts are altered. Armor or gear you are wearing adjusts to your new shape for the duration of the spell. When you cast animal aspect, choose one of the following animals to gain the associated benefits. You can only have one animal aspect or greater animal aspect spell active on you at a time. 2420440 2084 492.58 24 0.502.592 402.59

201 275754

492.5K 9N 94.597 492.5K 2N 384.58% 2N

Frog: Your legs become elongated and muscular. You gain a +4 competence bonus on Acrobatics checks, and you always jump as if you had a running start.

Gorilla: Your arms become long, flexible, and strong like those of a great ape. Your unarmed damage die type increases by one step, and you gain a +4 competence bonus on combat maneuver checks when making the grapple or reposition combat maneuver.

Monkey: Your hands and arms become dexterous like those of a simian. You gain a +4 competence bonus on Climb checks, and you can throw objects as if you had the Throw Anything feat.

Otter: Your hands and feet gain webbing, and your lungs gain capacity, allowing you to move through the water with ease. You gain a Swim speed equal to half your speed, and all the benefits of having a swim speed. Additionally, you can hold your breath for 4 rounds per point of Constitution before being forced to make Constitution checks to keep holding your breath.

# ANIMAL ASPECT (CONT'D)

School transmutation (polymorph); Level alchemist 2, magus 2, druid 2, ranger 2, sorcerer/wizard 2; Casting Time 1 standard action; Components V, S, M/DF (a part of the animal); Range personal; Targets you; Duration 1 minute/level (D)(); Saving Throw none; SR yes (harmless); You gain some of the beneficial qualities of an animal. Your base form is largely unchanged and your size is unaltered, but some of your body parts are altered. Armor or gear you are wearing adjusts to your new shape for the duration of the spell. When you cast animal aspect, choose one of the following animals to gain the associated benefits. You can only have one animal aspect or greater animal aspect spell active on you at a time.

Raccoon: Your hands become extremely dexterous, and your feet become padded. You gain a +2 competence bonus on Disable Device, Sleight of Hand, and Stealth checks.

**Raptor:** Your legs become built for running speed, like those of a deinonychus. You gain a enhancement bonus of +20 feet to your base speed.

Tree Lizard: Your hands and feet gain climbing claws and climbing pads. You gain a climb speed equal to half your normal speed and all the benefits of having a natural climb speed.

Uses Per Day:

Uses:

90 KK9 XOBK 49X.50

# **ANIMAL ASPECT, GREATER**

School transmutation (polymorph); Level alchemist 3, magus 3, druid 3, ranger 3, sorcerer/wizard 4; Casting Time 1 standard action; Components V, S, M/DF (a part of the animal); Range personal; Targets you; Duration 1 minute/level (D)(D); Saving Throw none; SR yes (harmless)

This spell functions like animal aspect, except you can either gain two aspects at once or one aspect that adds effects to the aspects that animal aspect grants, as described below.

Frog: You gain a Swim speed equal to half your normal speed, and all the benefits of having a swim speed.

Gorilla: You gain a +2 competence bonus on Perception checks, and a +1 competence bonus on Fortitude saves.

Monkey: You gain a +4 competence bonus on Acrobatics checks.

Otter: Your swim speed increases to your full normal speed, and you need not make concentration checks to cast spells underwater.

Raccoon: Your competence bonuses on Disable Device, Sleight of Hand, and Stealth checks increase to +4.

Raptor: Your enhancement bonus to speed increases to +30 feet, and you gain the benefit of the Run feat.

Tree Lizard: You gain a +4 competence bonus on Stealth checks.

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

Uses:

90 KK9 XOBK 49X.50

安康 建雪石学科学 山外出土市

School transmutation; Level alchemist 2, cleric 2, druid 2, ranger 2, sorcerer/wizard 2, summoner 2; Casting Time 1 standard action; Components V, S, M/DF (a small pulley); Range touch; Targets creatures touched; Duration 2 hours/level; Saving Throw Fortitude negates (harmless); SR yes (harmless)

This spell functions like ant haul (see page 202 of the Pathfinder RPG Advanced Player's Guide), except you may divide the duration in 2-hour intervals among the creatures touched.

Uses Per Day:

Uses:

200 200707 002.30

5 900 77.377 492.50 200 324.387

## ARCANE CANNON

School transmutation; Level sorcerer/wizard 7; Casting Time 1 round; Components V, S, F (an ornate miniature cannon forged with a drop of your blood that costs 5,000 gp); Range close (25 ft. + 5 ft./2 levels); Effect one magically animated cannon; Duration 1 round/level; Saving Throw none; SR no SUSPERIO HEAR STR. SE

· 27年7年1日 山田志

357 493.5H 24 534.55

Your focus becomes a Medium arcane cannon that appears in an unoccupied square within the spell's range. If no unoccupied square is within range, the spell fails. The cannon comes into existence loaded. Each round thereafter, the cannon can either fire or load. A cannon must be loaded to fire. You do not need to supply ammunition for the cannon.

On your turn, you can spend a move action to direct the cannon to wheel itself to a new location, moving the cannon up to 20 feet. If the arcane cannon ever leaves your line of sight, it winks out of existence, and the spell's duration ends.

The cannon has a range increment of 50 feet. It targets touch attack in the first range increment, and it has no misfire chance.

The cannon acts as a weapon with the conductive special weapon ability (see page 286 of the Advanced Player's Guide), which you can use to channel your spell-like or supernatural abilities as long as you are within the range of arcane cannon. The cannon's attack bonus is equal to your caster level + your Intelligence bonus or your Charisma bonus (for wizards or sorcerers, respectively) with an additional +1 per four caster levels (maximum +5 at 20th level). On a hit, the cannon deals 4d10 damage. The arcane cannon attacks have a critical modifier of x4.

# ARCANE CANNON (CONT'D)

School transmutation; Level sorcerer/wizard 7; Casting Time 1 round; Components V, S, F (an ornate miniature cannon forged with a drop of your blood that costs 5,000 gp); Range close (25 ft. + 5 ft./2 levels); Effect one magically animated cannon; Duration 1 round/level; Saving Throw none; SR no

The cannon has AC 10, hardness 10, and 80 hit points. If the cannon is subject to a spell or effect that requires a save, it uses your saving throw modifiers. The cannon never provokes attacks of opportunity. If the cannon is destroyed, so is your focus.

Uses Per Day:

#### Uses:

24402440 2084 492.54

20 9.20

10年,10月1日日,11月1日。11月1日。 11月1日 - 11月1日 - 11月1日 - 11月1日 11月1日 - 11月1日 - 11月1日 - 11月1日 - 11月1日 11月1日 - 11月1日 - 11月1日 - 11月1日 - 11月1日 - 11月

200 77.377 472.307 200 324.307

School enchantment (compulsion): Level alchemist 2, antipaladin 2, cleric 2, magus 2, inquisitor 2, paladin 2, sorcerer/wizard 2, witch 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)

BESTOW WEAPON PROFICIENCY

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:

#### Uses:

· 2年かられたり 出色日間 4.9月15年 全部 9.59年

# **BLISTERING INVECTIVE**

School evocation [fire, language-dependant]; Level alchemist 2, bard 2, inquisitor 2; Casting Time 1 standard action; Components V, S; Range personal; Effect 30-ft. radius; Duration instantaneous; Saving Throw Reflex partial, see text; SR special, see below

You unleash an insulting tirade so vicious and spiteful that enemies who hear it are physically scorched by your fury. When you cast this spell, make an Intimidate check to demoralize each enemy within 30 feet of you (see page 99 of the Pathfinder RPG Core Rulebook). Enemies that are demoralized this way take 1d10 points of fire damage and must succeed at a Reflex save or catch fire. Spell resistance can negate the fire damage caused by this spell, but does not protect the creature from the demoralizing effect.

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

#### Uses:

PROPERTY HERE APRIL

#### BOWSTAFF

AND AFRAT IN

School transmutation; Level inquisitor 1, paladin 1, ranger 1; Casting Time 1 swift action; Components V; Range personal; Targets one weapon (bow); Duration 1 round/level (D)(D); Saving Throw Will negates (harmless, object); SR yes (harmless, object)

The bow that is touched takes on the rigidity and toughness of forged steel, allowing it to be used as a melee weapon.

The spell allows a shortbow to be used as a club or a longbow to be used as a quarterstaff, although the bow retains its normal hit points and hardness. The bow's enhancement bonus, if any, applies on melee attack and damage rolls. Additional weapon special weapon qualities also apply to melee attacks if such qualities can be added to a melee weapon.

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

#### Uses:

SH GAR STRATE -

C 200 77.377 472.300 200 324.3

#### **BROW GASHER**

School necromancer; Level inquisitor 2, magus 2, ranger 2, sorcerer/wizard 2; Casting Time 1 standard action; Components V, S; Range touch; Effect one slashing melee weapon touched; Duration 1 round/level or until discharged; Saving Throw Will negates (harmless, object); SR yes (harmless, object)

You imbue a slashing melee weapon with the ability to deal a gruesome head wound. When the target weapon hits a living creature, in addition to the normal effects of that hit, the wielder can discharge this spell as a free action to open a gash on the target's forehead that deals bleed damage equal to half your caster level. At the start of each of the target's turns, when it takes bleed damage, it also takes a cumulative -1 penalty on all attack rolls. When that penalty reaches -3, the target also treats all targets as having concealment (20% miss chance). When the penalty reaches -5, the target is blinded. Stopping the bleed damage ends the effects this spell imposes on the bleeding creature. A target that is immune to bleed damage iffects.

Uses Per Day:

Uses:

中国的加州的 法选择的 化分配选择 化加速合物 医胆管的 机合物化合物 的复数分钟 的复数分钟 化乙酰基化 化乙酰基化 化乙酰基化 医胆道的

## **BULLET SHIELD**

School abjuration; Level alchemist 2, sorcerer/wizard 2; Casting Time 1 standard action; Components V, S, M (a bullet); Range touch; Targets creature touched; Duration 10 minutes/level (D) (D); Saving Throw Will negates (harmless); SR yes (harmless) The warded creature gains a +4 deflection bonus to AC against firearm and ranged attacks, with an additional +1 to the bonus for every five caster levels you have (to a maximum of +8 at 20th level). Though the spell is called bullet shield, it also grants this protection from attacks made from firearms with the scatter weapon quality.

Uses Per Day:

#### Uses:

C 2420 MM2 HABE 402354 24 0.50 L

#### **BURST OF SPEED**

School transmutation; Level alchemist 3, antipaladin 3, magus 3, inquisitor 3, paladin 3, ranger 3; Casting Time 1 swift action; Components V; Range personal; Targets you; Duration see text

Until the end of your turn, you gain a +20-foot bonus to speed (or +10-foot bonus if you are wearing Medium or Heavy armor), your movement does not provoke attacks of opportunity, and you can move through the space of creatures that are larger than you are, but you cannot end your movement this round in a space occupied by a creature.

Uses Per Day:

#### Uses:

20 W 2 2084 492.54 24 9.55

# CAGING BOMB ADMIXTURE

School evocation [force]; Level alchemist 6; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 round/level 24402440 2084 492.54

200 27.327

193.5H GAI 584.587 2

Upon drinking an extract created with this formulae, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formulae with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new one becomes active.

When you throw a bomb and hit a direct target, it creates an invisible cubical prison composed of a solid wall of force.

The prison is as large as the splash area of the bomb that you threw, and traps any creature that is entirely inside the area.

Creatures within the area are caught and contained unless any creature within the splash radius is too big to fit inside, in which case the effect automatically fails. Teleportation and other forms of astral travel provide means for escape, but the force walls extend into the Ethereal Plane, blocking ethereal travel.

Like a wall of force, the cage created by the caging bomb admixture resists dispel magic, although a mage's disjunction still functions. The walls of the cage can be damaged by spells as normal, except for disintegrate, which automatically destroys the cage. The walls of this cage can be damaged by weapons and supernatural abilities, but the cage has a hardness of 20 and a number of hit points equal to 20 per alchemist level.

## CAGING BOMB ADMIXTURE (CONT'D)

School evocation [force]; Level alchemist 6; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 round/level

Contact with a sphere of annihilation or a rod of cancellation instantly destroys this cage.

When using caging bomb admixture, an alchemist can only have one cage in effect at a time. If the alchemist throws another bomb during the duration of caging bomb admixture, any other cage created by the earlier admixture ends, and a new one is created. When the duration of the caging bomb admixture ends, so does any remaining cage created by this admixture's effect.

Uses Per Day:

#### Uses:

PARTIN HOUR APPLE

200 27 W 74 T

## **CERTAIN GRIP**

School transmutation; Level alchemist 2, druid 2, sorcerer/wizard 2; Casting Time 1 standard action; Components V, S, M/DF (a tiny ball of tar); Range ; Targets creature touched; Duration 10 minutes/level (D)(D); Saving Throw Will negates (harmless); SR yes (harmless)

The subject's grip and footing become sure, granting a +4 competence bonus on Climb checks, on Acrobatics checks to balance, and to CMD against bull rush, drag, reposition, and trip attempts. While affected by this spell, the target is also immune to the disarm combat maneuver.

Uses Per Day:

#### Uses:

2420 MM2 HOLE 492.54 24 9.592

en grafat artes de 19.397 artes en stat

# **CHAIN OF PERDITION**

School evocation [force]; Level cleric 3, sorcerer/wizard 3; Casting Time 1 standard action; Components V, S, M/DF (chain link); Range close (25 ft. + 5 ft./2 levels); Effect 10-ft. chain; Duration 1 round/level (D)(D); Saving Throw none; SR yes

A floating chain of force with hooks at each end appears within an unoccupied space of your choosing within range. This chain is a Medium object that has a 10-foot reach. Physical attacks cannot hit or harm the chain of perdition, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it normally. The chain's AC against touch attacks is 10 + your Charisma modifier (sorcerer), Intelligence modifier (wizard), or Wisdom modifier (cleric).

The chain can perform the dirty trick (blind or entangle), drag, reposition, and trip combat maneuvers, using your caster level in place of your Combat Maneuver Bonus, and your Charisma modifier (sorcerer), Intelligence modifier (wizard), or Wisdom modifier (cleric) in place of your Strength or Dexterity modifier. The chain does not provoke attacks of opportunity for making combat maneuvers. It suffers no penalty or miss chance due to darkness, invisibility, or other forms of concealment.

Uses Per Day:

2400440 2084 402.50

一变化 自己的本语的本 化空光晶体 發展 的复数有限的 品质光谱法 变化 的现在分词 化空光

# **COMPANION MIND LINK**

School enchantment (charm); Level druid 3, ranger 3; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets your animal companion; Duration 1 minute/level

The link between you and your animal companion becomes stronger. As long as you are within line of sight of your animal companion, you can telepathically communicate with it as if you two shared a language. Also, as long as you are within line of sight of the animal companion, you can push your animal companion a swift action instead of a move action, and you do not need to succeed at Handle Animal checks to handle your animal companion. Such checks automatically succeed.

Uses Per Day:

#### Uses:

20220 2032 40235

200 2322328 42

## **COMPEL HOSTILITY**

School enchantment (compulsion)[mind-affecting]; Level bard 1, cleric 1, inquisitor 1, paladin 1, ranger 1, summoner 1, witch 1; Casting Time 1 standard action; Components V, S, M (a drop of your blood); Range personal; Targets you; Duration 1 round/ level; Saving Throw see text; SR see text

Whenever a creature you can see that threatens you makes an attack against one of your allies, as an immediate action, you can compel that creature to attack you instead. When you compel a creature to attack you, you must first overcome that creature's spell resistance, and the creature can attempt a Will saving throw to ignore the compulsion.

A summoner casting this spell can choose his eidolon as the target of the spell.

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

#### Uses:

空影的现代的 黑色色化 的复数选择 变融 自己的主法的主 化自己选择 安慰 的现在分词 计

#### DAMP POWDER

School transmutation; Level druid 1, sorcerer/wizard 1, witch 1; Casting Time 1 standard action; Components V, S, M/DF (a damp piece of cotton); Range close (25 ft. + 5 ft./2 levels); Targets 1 loaded firearm; Duration instantaneous; Saving Throw Will negates (object); SR yes (object)

This spell causes ammunition already loaded into the target firearm is ruined with moisture. Any attempt to fire that ammunition fails, with no chance for misfire, and the user must then take a full-round action to clear the weapon before reloading and firing it. If aware of this spell's effect prior to firing the altered ammunition (a DC 16 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

Uses Per Day:

#### Uses:

空影的现代的 黑色色化 品的黑品紙 变成 自己的主法的主 品质黑品味 变成 经附属字符性 品质影

# **DARKVISION, COMMUNAL**

School transmutation; Level alchemist 3, antipaladin 3, ranger 4, sorcerer/wizard 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: \_\_\_\_

Uses:

2440 MM9 HOBM 498.5# 24 9.59

· 如果 医外外关杆节 山口石山中

5 900 77.377 492.50 200 324.387

LOFARE LOREN ON GULFEN LOREN ON ON ON THEIT LOREN ON BRASHE GNLES

## DAYBREAK ARROW

School evocation [light]; Level cleric 3, inquisitor 3, paladin 3; Casting Time 1 standard action; Components V, S; Range touch; Targets up to 50 pieces of ammunition, all of which must be together at the time of; Duration 10 minutes/level; Saving Throw Fortitude negates (harmless, object); SR yes (harmless, object)

You cause ammunition, including shuriken, to exude radiant energy. Creatures that take penalties in bright light take these penalties for 1 round after being struck by such ammunition. Undead and creatures harmed by sunlight take an additional 1d6 points of damage from such projectiles.

This extra damage and half of any other damage you deal with an affected projectile results directly from radiant energy and is not subject to damage resistance. Such a projectile sheds light as if it were a sunrod for 1 round after it is fired or thrown.

Uses Per Day:

#### Uses:

空影的现代的 黑色色化 品的黑品紙 变成 自己的主法的主 品质黑品味 变成 经附属字符性 品质影

200 77.377 472.307 200 324.307

School necromancy[death]; Level antipaladin 3, cleric 3, inquisitor 3, paladin 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:

Uses:

2400 MM2 HOBY 498.5# 24 2.591

A APEAR ON DESCRIPTION APEAR OF OUTSIDE APEAR OF

School divination; Level bard 1, cleric 1, druid 1, inquisitor 1, ranger 1; Casting Time 1 round; Components V, S; Range personal; Targets you; Duration 1 hour/level

While subject to this spell, you take upon yourself the mantle of the hunter, channeling the insights of the spirits of the wild. You gain a +4 sacred bonus on all Survival checks for the duration of the spell, and you do not have to move at half your speed while traveling through the wilderness or while tracking.

Uses Per Day:

Uses:

2400MM9 208M 4023# 24 0301301

# **DEBILITATING PORTENT**

School enchantment (compulsion); Level cleric 4, witch 4; Casting Time 1 standard action; Components V, S, DF; Range medium (100 ft. + 10 ft./evel); Targets one creature; Duration 1 round/level (D) see text(D); Saving Throw none; SR yes

The target is surrounded by a glowing green aura of ill fate. Each time the spell's subject makes an attack or casts a spell, it must succeed at a Will saving throw with a DC = 10 + 1/2 caster level + Charisma (in the case of oracles) or Wisdom (in the case of clerics).

If it fails the saving throw, it deals half damage with the attack or spell. You can dismiss this spell as an immediate action when the target confirms a critical hit; doing so negates the critical hit. The attack that you negated still hits, but only deals half damage.

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

Uses:

空影的现代的 黑色色化 品的黑品紙 变成 自己的主法的主 品质黑品味 安然 经附属字符性 品质影

School conjuration (healing); Level alchemist 3, bard 3, cleric 3, druid 3, inquisitor 3, paladin 3, ranger 3, witch 3; Casting Time 1 standard action; Components V, S, DF; Range touch; Targets creatures touched; Duration 1 hour/level; Saving Throw Fortitude negates (harmless); SR yes (harmless)

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

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

Uses:

2440 MM9 HOBM 498.5# 24 9.59

# **DESTABILIZE POWDER**

School transmutation; Level sorcerer/wizard 2, witch 2; Casting Time 1 standard action; Components V, S, M (a few drops of liquor); Range close (25 ft. + 5 ft./2 levels); Targets 1 loaded firearm; Duration instantaneous; Saving Throw Will negates (object); SR yes (object)

This spell makes the ammunition in the target firearm is prone to misfire. Increase the misfire range by 1 + 1 per five caster levels (maximum +5) for the ammunition currently loaded into that firearm. If aware of this spell's effect prior to firing the altered ammunition (a DC 17 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

Uses Per Day:

#### Uses:

SH GAR STRATE

# **DISCOVERY TORCH**

School evocation [light]; Level bard 2, cleric 3, inquisitor 2; Casting Time 1 round; Components V, S; Range touch; Effect 20-ft.-radius emanation or 40-ft.-radius emanation from object touched (see below); Targets object touched; Duration 10 minutes/level; Saving Throw none; SR no

An object you touch emanates bright light within the spell's area. The effect looks like a regular flame but creates no heat and uses no oxygen. Allies within the area of this light gain a +2 enhancement bonus on Perception and Sense Motive checks, as well as on Knowledge checks to identify monsters that are also within the area and their special powers and vulnerabilities. When an inquisitor casts this spell, the light emanation doubles (40-ft.-radius emanation) while that inquisitor has a judgment active. Light spells counter and dispel darkness spells of an equal or lower level.

Uses Per Day:

Uses:

2400 M2 HEER 492.54 24 0.59

92 493 SP

224244 422

200 77.377 472.50 200 524.307

THAT I ATELN ON GRATER ATELN ON THETT ATELN ON DELETH ONLEY

## **DIVINE ARROW**

School transmutation [good]; Level paladin 2; Casting Time 1 standard action; Components V, S; Range touch; Targets one projectile; Duration 1 round/level or until discharged; Saving Throw none: SR no

You imbue a projectile, such as an arrow or shuriken, with holy energy so that it deals extra damage to undead equal to that dealt by your lay on hands feature. This extra damage is not multiplied on a critical hit. Although this spell does not expend a daily use of your lay on hands class feature, you must have at least one daily use available to cast this spell. If the projectile hits a target or is destroyed before the duration ends, the spell is discharged.

Uses Per Day:

#### Uses:

2440 MM9 HOBM 498.5# 24 9.59
## **DUST FORM**

AND AFRAT LES

School transmutation (polymorph); Level alchemist 5, cleric 6, druid 6, witch 6; Casting Time 1 standard action; Components V, S, M (a pinch of dust gathered from a gravestone or sacred shrine); Range personal; Targets you; Duration 1 round/level

Upon casting this spell, you keep your relative form, but you and your equipment become composed entirely of dust. While in this dust form, you take no penalties for squeezing, and can move through spaces as if you were a creature three size categories smaller without penalty. You are also considered incorporeal, though any nonmagical attack you make deals half damage (50%). Magic attacks are unaffected, and you can still use your magic items and other equipment as normal. If the duration ends in a square that your normal space cannot occupy, you take 3d6 damage and are shunted to the nearest open space that you can normally occupy.

Uses Per Day:

#### Uses:

2440140 2084 492.54

## **EFFORTLESS ARMOR**

School transmutation; Level cleric 2, inquisitor 2, magus 2, paladin 2, ranger 2; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 minute/level

Armor you wear no longer reduces your speed. You also reduce the armor's armor check penalty by 1 + 1 per five caster levels (maximum 5).

Uses Per Day:

#### Uses:

2400 MM9 XOBM 407X5W 24 930

LOFARE LOREN ON GULFEN LOREN ON ON ON THEIT LOREN ON BRASHE GNLES

## ENDURE ELEMENTS

School abjuration; Level alchemist 3, cleric 2, druid 2, paladin 2, ranger 2, sorcerer/wizard 2; Casting Time 1 standard action; Components V, S; Range touch; Targets creatures touched; Duration 24 hours; Saving Throw Will negates (harmless); SR yes (harmless)

This spell functions like endure elements, except you divide the duration in 1-hour increments among the creatures touched.

Uses Per Day:

#### Uses:

2400 MM2 HOBY 498.5# 24 2.591

# **ENERGY SIEGE SHOT**

School transmutation [variable]; Level sorcerer/wizard 5, summoner 5; Casting Time 10 minutes; Components V, S, M (a ball of pitch); Range close (25 ft. + 5 ft./2 levels); Targets one Large siege engine: Duration 10 minute/level: Saving Throw Fortitude negates (harmless, object); SR yes (harmless/object) This spell transforms any ammunition fired by the target ranged siege engine into ammunition made of pure energy. When casting the spell, the caster picks a one of the following energy types: acid, cold, electricity, fire, sonic, or force. The ammunition within the siege weapon now deals that type of energy damage on a hit. though the amount of damage dealt by the ammunition does not change, nor does it change any of the other effects of the ammunition. Unlike other forms of energy damage, this energy damage does full damage to objects. Based on the type of energy the caster chose while casting, the ammunition also gains one of the following effects.

安然 空外兵下部門 山外出土市

50 gar 584.587 ga

Acid: The ammunition deals half its damage in a splash to all creatures and unattended objects within 15 feet of the target hit by the siege engine. Creatures can halve the splash damage with a Reflex saving throw. The DC of the splash is the same as the DC of the spell.

**Cold:** The ammunition creates an ice sheen within a 20-foot-radius burst around the target of the siege engine's attack. That sheen lasts 1d6 rounds. Creatures within the ice sheen are entangled. Any creature within the area of the ice sheen at the start of its turn takes 2d6 cold damage.

**Electricity:** Creatures hit by the siege engine attack or within 15 feet of the attack are staggered for 1 round.

# ENERGY SIEGE SHOT (CONT'D)

School transmutation [variable]; Level sorcerer/wizard 5, summoner 5; Casting Time 10 minutes; Components V, S, M (a ball of pitch); Range close (25 ft. + 5 ft./2 levels); Targets one Large siege engine; Duration 10 minute/level; Saving Throw Fortitude negates (harmless, object); SR yes (harmless/object) Fire: Creatures and wood objects within 15 feet of the attack may catch on fire (Core Rulebook 444 and page 164 of this book).

Sonic: Creatures hit by the attack or within 20 feet of the attack must succeed at a Fortitude saving throw or be deafened for one hour. The DC of this effect is the same as the spell DC.

Force: No extra effect.

Uses Per Day:

#### Uses:

2400 MM2 HOBY 498.5# 24 2.591

# ENERGY SIEGE SHOT, GREATER

School evocation [variable]; Level sorcerer/wizard 6, summoner 6; Casting Time 10 minutes; Components V, S, M (a ball of pitch); Range close (25 ft. + 5 ft./2 levels); Targets one siege engine of any size; Duration 10 minute/level; Saving Throw Fortitude negates (harmless, object); SR yes (harmless/object)

This spell functions like energy shot, except it can target siege engines of any size, not just Large siege engines.

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

Uses:

2400 MM2 HOBY 498.5# 24 2.591

## FABRICATE BULLETS

School transmutation; Level sorcerer/wizard 1; Casting Time 1 round; Components V, S, M (1 pound of lead or other soft metal worth 2 gp); Range touch; Targets 1 pound of soft metal; Duration instantaneous; Saving Throw none; SR no

You convert 1 pound of lead into bullets. When you cast this spell, you decide whether you create normal sling bullets, firearm bullets, or firearm pellets. The spell creates two sling bullets, 30 firearm bullets, or 10 uses of pellets.

Uses Per Day:

Uses:

200 200707 002.30

500 200 500m

## FIERY SHURIKEN

School conjuration(creation)[fire]; Level sorcerer/wizard 2; Casting Time 1 standard action; Components V, S, M (a pinch of sulfur and a single shuriken worth 2 sp); Range close (25 ft. + 5 ft./2 levels); Effect Two or more fiery shuriken; Duration 1 round/ level (D)(D); Saving Throw none; SR yes

You call forth two fiery projectiles resembling shuriken, plus one more for every two caster levels beyond 3rd (to a maximum of eight shuriken at 15th level), which hover in front of you. When these shuriken appear, you can launch some or all of them at the same target or different targets. Each shuriken requires a ranged touch attack roll to hit and deals 1d8 points of fire damage. You provoke no attacks of opportunity when launching them. Any shuriken you do not launch as part of casting this spell remains floating near you for the spell's duration. On rounds subsequent to your casting of this spell, you can spend a swift action to launch any number of these remaining shuriken. If you fail to launch a shuriken before the duration ends, that shuriken disappears and is wasted.

Uses Per Day:

#### Uses:

2440440 HOBE 498.58 24 9.59

一 安静 安宁县安县州 山宁出土的

OFARE ATRAN ON OTATEM ATRAN ON THAT ATRAN ON ARACTS OTATION

## **FIND QUARRY**

School divination: Level inquisitor 4, ranger 4: Casting Time 1 standard action; Components V, S, DF; Range personal; Targets you; Duration instantaneous; Saving Throw none; SR no

You sense whether a well-known creature you can clearly visualize is within a 20-mile radius of your current location, as well as the distance and direction to the creature in relation to you. You also discern whether the creature is moving, and its direction, speed, and mode of movement. The radius you can sense increases by 5 miles for every two caster levels you have above 10th (to a maximum of a 45-mile radius at 20th level).

Uses Per Day:

Property of the

### Uses:

## **FLASH FIRE**

AND AFRAT LES

School transmutation; Level sorcerer/wizard 3, witch 3; Casting Time 1 standard action; Components V, S, M (a pinch of powdered fool's gold); Range close (25 ft. + 5 ft./2 levels); Targets 1 firearm; Duration instantaneous; Saving Throw Will negates (object); see text; SR yes (object); see text The firearm fires with a blinding flash, even if the firearm is not currently loaded. Every creature within 15 feet of the creature carrying the weapon must succeed at a Fortitude save or be blinded for 1d4 rounds. The creature carrying the firearm takes a -4 penalty on this saving throw. If the firearm is loaded, the ammunition is wasted.

Uses Per Day:

#### Uses:

· 2420440 2084 402.54 24 9.502

C 200 77.377 472.300 200 324.3

# FOREST FRIEND

School abjuration; Level druid 2, ranger 2; Casting Time 1 round; Components V, S, M (a pinch of manure); Range close (25 ft. + 5 ft./2 levels); Targets one willing living creature per three levels, no two of which may be more than 30 ft. apart.; Duration : 1 minute/ level; Saving Throw none; SR no

While subject to this spell, the targets find that forested areas become helpful instead of hindering. The targets suffer no hindrances to movement and suffer no penalties on Acrobatics and Stealth checks from undergrowth in forested terrain. Furthermore, forested overgrowth imposes a miss chance 10% lower than normal. When moving in and among trees, those subject to the spell gain a +5 circumstance bonus on Acrobatics checks and Climb checks. Rangers in their favored terrain can also add their favored terrain bonus on such Acrobatics and Climb checks.

Uses Per Day:

Uses:

201 2.324

THE STREET

## FRIGHTFUL ASPECT

School transmutation (polymorph); Level cleric 8, druid 8, sorcerer/wizard 8, witch 8; Components V, S, M (the skin of a toad); Range personal; Targets you; Duration 1 minute/level

You become a larger, awful version of yourself. You grow to size Large, and take on features that horrify your enemies. You gain the following abilities: a +6 size bonus to Strength, a +4 size bonus to Constitution, a +6 natural armor bonus, DR 10/ magic, and spell resistance equal to 10 + half your caster level. You also emit an aura that emanates 30 feet from you. Enemy creatures within the aura are shaken. Each time a creature shaken by this aura hits you with a melee attack, that creature becomes frightened for 1d4 rounds, though at the end of that duration it is no longer affected by this aura. The aura's effect is a fear and mind-affecting effect.

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

#### Uses:

ያያሳዊዊያ ጀውሮዊ ቆያደይዙ *ዒል* ዓይያትይያት ፊያጀይት *ዒል ያያፍ*ቶቶዊ ፊያጀ

## FROST FALL

AND AFRAT LES

School evocation (cold); Level druid 2, sorcerer/wizard 2, witch 2; Casting Time 1 standard action; Components V, S; Range close (25 ft, + 5 ft./2 levels); Effect 5-foot radius burst; Duration 1 round/2 levels; Saving Throw Fortitude partial; SR yes

The area of this spell is covered in chilling frost, dealing 2d6 points of cold damage to all creatures within it. Creatures that the spell initially damages must succeed at a Fortitude save or become staggered for 1 round. The area remains chilled for the spell's duration. Any creature that starts your turn within the spell's area takes 1d6 points of cold damage (Fortitude saving throw for half ) but does not become staggered even on a failed saving throw.

Uses Per Day:

I APEAR ON COLLEGE APEAR ON DISAGE APEAR ON

#### Uses:

# HAUNTED FEY ASPECT

School illusion (glamer); Level bard 0, sorcerer/wizard 0; Casting Time 1 standard action; Components S; Range Personal; Targets You; Duration 1 round/level (D)(D)

You surround yourself with disturbing illusions, making you look and sound like a bizarre, insane fey creature. You gain DR 1/cold iron against a single opponent until the end of the spell, or until you take damage.

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

## Uses:

2440440 HOBE 498.58 24 9.59

# HEALING THIEF

School necromancy; Level sorcerer/wizard 3, witch 3; Casting Time 1 standard action; Components V, S, M (a bit of sponge, damp with tears); Range touch; Targets creature touched; Duration 1 round/level or until discharged; Saving Throw none; SR ves

With this spell you can steal the healing of the target creature. You must succeed at a melee touch attack to strike the target. If you do, until the effect ends, whenever your target is subject to a healing spell or a supernatural effect that heals hit points, the target only receives half the healing (rounded down) and you receive the other half (also rounded down). You must remain within 25 feet (plus 5 feet per two caster levels) of the target to gain this benefit. If you move outside that range, the spell is discharged. Once you steal 5 hit points per your caster level (maximum 50 hit points) of healing from this spell's effect, the spell is discharged.

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

Uses:

100 77.397 492.300 200 324.2

# HEROIC INVOCATION

School enchantment (compulsion)[mind affecting]; Level sorcerer/ wizard 9, witch 9; Casting Time 10 minutes; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one or more creatures, no two of which can be more than 30 ft. apart; Duration 10 minutes/level; Saving Throw Will negates (harmless); SR yes (harmless)

Using worlds of ancient power, you bestow heroic powers on all creatures subject to this spell. They gain a +4 morale bonus on attack and damage rolls, gain 2d8+4 temporary hit points, and become immune to both fear and charm effects for the spell's duration. At the end of the spell's duration, the subjects become fatigued.

Uses Per Day:

#### Uses:

# **HOSTILE JUXTAPOSITION**

School conjuration (teleportation): Level sorcerer/wizard 5. summoner 4, witch 5; Casting Time 1 standard action; Components V. S. M (a coin): Range close (25 ft. + 5 ft./2 levels): Targets one creature of your size or smaller: Duration 1 round/ level or until discharged; Saving Throw Will negates; SR yes You create a dimensional link to the target creature. When attacked or the subject of a spell that deals damage to you, you can spend an immediate action to cause yourself and the target creature to teleport and switch places. The target then becomes the target of the triggering attack or spell instead of you. If you fail to teleport out of the area of an effect, that effect might still affect you. If the target creature cannot fit safely into the new space without squeezing, or you try to teleport the target into an occupied space or a space it could not normally stand within, the juxtaposition fails. Further, if the target is unconscious or dead when you attempt to switch places, the juxtaposition fails. Once you have used it to teleport once, this spell is discharged.

Uses Per Day:

Uses:

今年の日代の 出色日代 みかとふみ 全部 つきりょう

一 安静 安宁县安县州 山宁出土的

ITTAKE ATKEN ON OVERAL ATKA MARKA ON THEAT ATKEN ON EXAMPS OWERS

School conjuration (teleportation); Level sorcerer/wizard 7, summoner 6, witch 7; Casting Time 1 standard action; Components V, S, M (a coin); Range close (25 ft. + 5 ft./2 levels); Targets one creature/4 levels; Duration 1 round/level or until discharged; Saving Throw Will negates; SR yes

This spell functions like hostile juxtaposition, except you can target one creature for every four caster levels you have or you can target a single creature that is larger than you are. You can switch places with each target only once while the effect lasts. Once you have used it to teleport and switch places with each affected target, the spell is discharged.

Uses Per Day:

### Uses:

THE STREET

## **HOSTILE LEVITATION**

School transmutation; Level sorcerer/wizard 3, witch 3; Casting Time 1 standard action; Components V, S, M (a leather loop studded with lodestones); Range close (25 ft. + 5 ft./2 levels); Targets one creature; Duration 1 round/level; Saving Throw Will negates; SR yes

You levitate the target a few inches off the ground, removing solid footing and halving the target's speed. The target also takes a -4 penalty to CMD against bull rush, drag, and reposition attempts. A targeted creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full-round action spent stabilizing allows the creature to begin again at -1. This spell fails if cast on a flying creature.

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

## Uses:

C 200 77.377 472.300 200 324.3

## **ILLUSION OF CALM**

School illusion (figment); Level alchemist 1, magus 1, sorcerer/ wizard 1; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 minute/level; Saving Throw Will disbelieve (on hit; see below); SR no

When casting this spell, you create an illusory double that takes the same space of you. That double makes it look like you are standing still, even when you are not. While under the effects of this spell, you do not provoke attacks of opportunity when you cast a spell, make a ranged attack with a thrown weapon, or move out of your first square during a move action. It does not hide ranged attacks made with any type of projectile weapon. When a creature hits you with an attack of any type, it gains a saving throw to disbelieve the figment. On a successful saving throw, it successfully disbelieves and the spell's effect ends for that creature.

Uses Per Day:

#### 

2011 201474 T 4/22

PARTS SEEN AVELY ON THIS ADDA AVELY ON

# **INSTRUMENT OF AGONY**

School transmutation; Level cleric 2, inquisitor 2; Casting Time 1 standard action; Components V, S; Range touch; Targets weapon touched; Duration 1 minutes/level; Saving Throw Will negates (harmless, object), see text; SR yes (harmless, object), see text

You cause a weapon to exude a palpable aura of divine fury. While wielding this weapon, a creature gains a +2 morale bonus on Intimidate checks. When an attack made using the targeted weapon hits, the wielder can spend a free action to discharge the effect to inflict agony on the creature the weapon hit. If that creature has spell resistance, it applies against this effect. If the creature fails a Will save, it is nauseated for 1d4+1 rounds. If it succeeds at the saving throw, the creature is instead sickened for 1 round. The sickened condition created by the instrument is a mind-affecting effect.

Uses Per Day:

#### Uses:

242 27575F

## JOLTING PORTENT

School evocation (electricity); Level cleric 7; Casting Time 1 standard action; Components V, S, DF; Range medium (100 ft. + 10 ft./level); Targets one creature; Duration 1 round/level (D) see text(D); Saving Throw none; SR yes

The creature you designate is surrounded by a glowing red aura of vengeful fate. Once per round when the target makes an attack or casts a spell, it must succeed at a Fortitude saving throw with a DC = 10 + 1/2 caster level + Charisma (in the case of oracles) or Wisdom (in the case of clerics). If the target fails the saving throw, it takes 4d6 + your Charisma modifier (in the case of oracles) or Wisdom modifier (in the case of clerics) electricity damage. It takes no damage on a successful saving throw. You can dismiss this spell as an immediate action when its subject confirms a critical hit to negate the critical hit and daze the creature for 1 round. The attack still hits its target and deals normal damage. The effects of the daze occur after the attack.

Uses Per Day:

Uses:

安然 空外兵下部門 山外出土市

ITTAKE ATKEN ON OVERAL ATKA MARKA ON THEAT ATKEN ON EXAMPS OWERS

# JUDGMENT LIGHT

School evocation [light]; Level inquisitor 4; Casting Time 1 standard action; Components V, S; Range personal; Effect 30-ft.radius burst; Duration instantaneous, see text 2020110 2084 492.50

274784 423.

An inquisitor may only cast this spell while she has a judgment active. When she does cast this spell, it causes one or more of the following effects based on the inquisitor's active judgments.

Destruction: Red light erupts from the caster. Enemies in the area take 4d8 points of damage and become shaken for 1d4 rounds. A successful Will saving throw halves the damage and negates the shaken effect.

**Healing:** Green light erupts from the caster. Allies in the area regain a number of hit points equal to 1d8 + the caster's Wisdom modifier.

Justice: Blue light erupts from the caster, revealing hidden and invisible creatures to all. The light outlines such creatures for 1 round per caster level, imposing a -20 penalty on Stealth checks on those creatures.

Piercing: Violet light erupts from the caster, reducing the spell resistance of enemies within the burst by 5 for 1 round per caster level.

Protection: Amber light erupts from the caster, granting allies in the burst a +2 sacred bonus to AC and CMD, and a +4 bonus to AC against critical confirmation attack rolls for 1 round per caster level.

**Purity:** White light erupts from the caster, allowing each ally within the burst to attempt a saving throw against a single effect that allows a saving throw with a +2 sacred bonus on the roll.

# JUDGMENT LIGHT (CONT'D)

School evocation [light]; Level inquisitor 4; Casting Time 1 standard action; Components V, S; Range personal; Effect 30-ft.radius burst; Duration instantaneous, see text

Resiliency: Golden light erupts from the caster, granting allies within the burst DR 3/magic or the alignment your judgment allows for 1 round per caster level.

Resistance: Copper light erupts from the caster, granting allies within the burst resistance 5 against the energy the judgment protects the inquisitor against when she casts this spell for 1 round per caster level.

Smiting: Silver light erupts from the caster, making allies' weapons within the burst count as magic, the alignment her weapon is, and adamantine for purposes of overcoming damage reduction for 1 round per caster level.

Uses Per Day:

Uses:

SAC BREE CARGES

**JURY-RIG** 

School transmutation; Level bard 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1; Casting Time 1 standard action; Components V, S; Range touch; Targets one broken object of up to 2 lbs/level; Duration 1 round/level; Saving Throw Will negates (harmless, object); SR yes (harmless, object)

When you cast this spell, a spectral force binds a broken weapon together, relieving the broken condition for a short time. While under the effects of this spell, an item with the broken condition suffers no adverse effects from that condition, and is treated as if it is not broken. The object regains no hit points, and damage can still destroy the object.

Uses Per Day:

#### Uses:

2420440 HOBE 492.54 24 9.594

C 200 77.377 472.300 200 324.3

# KINETIC REVERBERATION

School transmutation; Level alchemist 2, sorcerer/wizard 2; Casting Time 1 standard action; Components V, S, M (rubber tree sap); Range touch; Targets creature touched; Duration 1 round/ level; Saving Throw Fortitude negates (object); SR yes (object)

This spell converts the momentum and force from melee attacks made against the target of the spell, reflecting them back upon the attacker's weapon. After making a successful melee attack against the target, an attacker must make a Fortitude saving throw for the weapon used. If the weapon fails the save, it takes damage equal to the damage rolled against the target. Creatures using natural attacks or unarmed strikes are unaffected by this spell.

Uses Per Day:

T APEAR ON AMAGE APEAR OF ON ONGOIN APEAR OF

#### Uses:

# LANGUID BOMB ADMIXTURE

School enchantment (compulsion)[mind-affecting]; Level alchemist 5; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 round/level; Saving Throw Will negates (special, see below); SR yes

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formulae with the words "bomb admixture" in their titles) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the those of the new one become active. When you throw a bomb and hit a direct target, it affects up to four creatures-the creature the bomb hit directly, and up to three other creatures must succeed at a Will saving throw or become fatigued.

Uses Per Day:

Uses:

2440140 2084 492.54

274747

# LIBERATING COMMAND

School transmutation; Level bard 1, cleric 1, druid 1, paladin 1, ranger 1, sorcerer/wizard 1; Casting Time 1 immediate action; Components V; Range close (25 ft. + 5 ft./2 levels); Targets one creature; Duration instantaneous; Saving Throw Will negates (harmless); SR yes (harmless)

If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level (maximum +20). This spell has no effect if the target could not get free by using the Escape Artist skill (for example, if he were under the effects of a hold person spell or paralyzed by Strength damage).

Uses Per Day:

#### Uses:

20 MM9 HOBM 498.54 94 9594

# LIFE CONDUIT

School conjuration (healing); Level summoner 1; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 round/level

You utilize life conduit to share hit points with your eidolon. While this spell is active, you can spend a swift action to transfer 1d6 hit points between you and your eidolon, either taking damage yourself and healing your eidolon or healing yourself and damaging your eidolon. If your eidolon moves farther than 50 feet from you, this spell ends.

Uses Per Day:

#### Uses:

24401110 2081 402.54 24 9.50

DE STUTKE ADD.

500 200 500m

School conjuration (healing); Level summoner 5; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 round/level

This spell functions like life conduit, except you can transfer 3d6 hit points as a swift action.

τ

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

|--|--|

sik gir gyarang agusak gir gyarar ayusak gir susasur gir

# Uses Per Day:

# LIFE CONDUIT, IMPROVED

School conjuration (healing); Level summoner 3; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 round/level

This spell functions like life conduit, except you can transfer 2d6 hit points as a swift action. τ

Jses:
-------

sik gir gyarang agusak gir gyarar ayusak gir susasur gir

## LIGHTNING LASH BOMB ADMIXTURE

School evocation [electricity]; Level alchemist 3; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 round/level; Saving Throw special, see below; SR special, see below

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formulae with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture. the effects of the former bomb admixture end and those of the new one become active. When you throw a bomb and hit a direct target, lashes of electrical energy are released from the bomb. coalescing on the bomb's direct target and up to three creatures that take damage from the bomb's splash (alchemist's choice). Those affected by the electricity must succeed at a Reflex saving throw or take 1d6 points of electrical damage each time they take a move action to move more than 5 feet for the duration of the effect. This effect does not ignore spell resistance.

Uses Per Day:

## Uses:

中国的外部的 把达围起 的第三方法 受加 的过的无法想象 化努尔达林 受加 的现在分词的 的复数连环 受加的外殖的分 的复数

## LITANY OF DEFENSE

School transmutation; Level antipaladin 2, inquisitor 2, paladin 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.

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

Uses:

2440 MM9 HOBM 498.5# 24 9.59

200 200707 002.30

C 200 77.377 472.307 200 324.3

# LITANY OF ELOQUENCE

School enchantment (charm)[language dependent]; Level antipaladin 2, inquisitor 3, 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.

Uses Per Day:

#### Uses:

2420 KR0 HOBE 498 SK 24 9

10年,10月1日日,11月1日。11月1日。 11月1日 - 11月1日 - 11月1日 - 11月1日 11月1日 - 11月1日 - 11月1日 - 11月1日 - 11月1日 11月1日 - 11月1日 - 11月1日 - 11月1日 - 11月1日 - 11月

200 77.577 492.50 200 524.5

# LITANY OF ENTANGLEMENT

School conjuration (calling)[language dependent]; Level antipaladin 2, inquisitor 3, 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:

#### Uses:

2490440 XOB4 49X.5# 24 9.594

## LITANY OF ESCAPE

School conjuration (teleportation)[language dependent]; Level antipaladin 3, inquisitor 4, paladin 3; Casting Time 1 swift action; Components V, S, DF; Range close (25 ft. + 5 ft./2 levels); Targets one willing creature that is grappled; Duration instantaneous; Saving Throw no; SR ves

With a powerful prayer, you call upon the servants of your god to whisk a friend out of a grapple. The target loses the grappled and pinned conditions and is teleported 10 feet.

Uses Per Day:

Uses:

今年の日代の 出色日代 みかとふみ 全部 つきりょう
## LITANY OF MADNESS

School enchantment (charm)[language dependent]; Level antipaladin 4, inquisitor 6; 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.

Uses Per Day:

#### Uses:

24401110 3084 402.54 24 9.50

C 200 77.377 472.300 200 324.3

# LITANY OF RIGHTEOUSNESS

School evocation [good, language dependent]; Level inquisitor 3, 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

Calling down a litany of anathema, you make an evil more susceptible to the attacks of good creatures. If the target is evil, it takes double damage from attacks made by creatures with a good aura (from a class feature or as a creature with the good subtype). If the target also has the evil subtype; when it is hit with attacks made by creatures with a good aura, it is also dazzled for 1d4 rounds. If this spell targets a nonevil creature (or one that lacks the evil subtype), it has no effect, and the spell is wasted. While subject to this spell, the target cannot be the target of another spell that has the word "itany" in the title.

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

#### Uses:

THE STREET S

# LITANY OF SIGHT

School divination; Level antipaladin 3, inquisitor 4, paladin 3; Casting Time 1 swift action; Components V, S, DF; Range personal; Targets you; Duration 1 round; Saving Throw no; SR ves

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.

Uses Per Day:

Uses:

やみかかせたり 出色日代 いかにふみ シム ついりょうりょ

# LITANY OF SLOTH

School enchantment (compulsion)[language dependent, mindaffecting]; Level antipaladin 1, inquisitor 1, paladin 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.

Uses Per Day:

#### Uses:

2440 MM9 HOBM 498.5# 24 9.59

# LITANY OF THUNDER

School evocation [language dependent, sonic]; Level antipaladin 4, inquisitor 5, paladin 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:

やみかかせたり 出色日代 いかにふみ シム ついりょうりょ

200 200707 002.30

200 77.377 472.307 200 324.307

# LITANY OF VENGEANCE

School transmutation [language dependent]; Level antipaladin 4, inquisitor 5, paladin 4; Casting Time 1 swift action; Components V, S, DF; Range close (25 ft. + 5 ft./2 levels); Targets one creature; Duration instantaneous; Saving Throw no; SR yes

This litany causes your enemy to feel the pain of blows more sharply. Anyone who hits the target with an attack gains a +5 sacred or profane bonus (depending on the alignment of the caster) to that attack's damage. 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:

200 77.577 493.50 200 534.5

OFARD ATRAN ON OTATEM ATRAN ON THAT ATRAN ON ARABE ONARD

## LITANY OF WARDING

School transmutation; Level antipaladin 2, inquisitor 3, paladin 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.

Uses Per Day:

Uses:

200 200707 002.30

200 77.377 472.307 200 324.307

# LITANY OF WEAKNESS

School necromancy [language dependent]; Level antipaladin 1, inquisitor 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

Your litany proclaims your target weak, sapping its strength. The target is fatigued 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:

· 2年かられたり 出色日間 4.9月15年 全部 9.59年

## LOCATE WEAKNESS

School divination; Level inquisitor 3, magus 3, ranger 2, sorcerer/ wizard 3, witch 3; Casting Time Casting time 1 standard action; Components V, S, M/DF (a pickled predator's eye); Range personal; Targets you; Duration 1 minute/level

You can sense your foes' weak points, granting you greater damage with critical hits. Whenever you score a critical hit, roll the attack's damage dice (but not extra or precision damage dice) twice and take the highest result.

Uses Per Day:

2402442 2084 072.50

200 200707 002.30

### LOCK GAZE

School enchantment (compulsion)[mind-affecting]; Level bard 1, inquisitor 1, magus 1, sorcerer/wizard 1, witch 1; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one creature; Duration 1 round/level; Saving Throw Will negates; SR yes

You compel the target to look at you and only you for the spell's duration or until the spell is discharged. While staring at you, the target is considered to be averting its eyes from every creature but you, granting creatures other than you concealment against the target's attacks. If the target willingly leaves your line of sight, it is blinded for 1 round and the spell ends. If you willingly leave the target's line of sight or become unconscious or dead, the spell creature suffers no ill effects. Blind creatures and creatures immune to gaze attacks are immune to this spell.

Uses Per Day:

### Uses:

· 2420440 2084 402.54 24 9.502

THE STREET S

# LONGSHOT

School transmutation; Level alchemist 1, antipaladin 1, inquisitor 1, magus 1, paladin 1, ranger 1, sorcerer/vizard 1; Casting Time 1 standard action; Components V, S, M/DF (a piece of fletching); Range personal; Targets you; Duration 1 minute/level

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

Uses Per Day:

### Uses:

2420 MAD HOLE 4082.54 24 9.50

# **MAGIC SIEGE ENGINE**

School transmutation; Level antipaladin 2, cleric 2, inquisitor 2, paladin 2, sorcerer/wizard 2; Casting Time 1 standard action; Components V, S, DF; Range touch; Targets one siege engine touched; Duration 1 minutes/level; Saving Throw Will negates (harmless, object); SR yes (harmless, object)

This spell permits an indirect fire siege engine to bombard its targets with greater accuracy, delivering more damage. The siege weapon receives a +1 enhancement bonus on targeting rolls and damage rolls. If used on a direct fire siege weapon, this spell acts a magic weapon.

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

#### Uses:

2400 MM2 HOBY 498.5# 24 2.591

# MAGIC SIEGE ENGINE, GREATER

School transmutation; Level antipaladin 4, cleric 5, inquisitor 4, paladin 4, sorcerer/wizard 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: \_\_\_\_\_

#### Uses:

20 K KO KOB K 40 K 50 9.50

School illusion (glamer); Level witch 2; Casting Time 1 standard action; Components V, S, M (a piece of gauze); Range touch; Targets creatures or objects touched; Duration 1 day/level (D)(D); Saving Throw none; see text; SR no

This spell functions like mask dweomer (Advanced Player's Guide 232), except you divide the duration in 1-day increments among the creatures or objects touched.

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

### Uses:

201109 2021 492.50

THE STREET LESS.

# MIND BLANK, COMMUNAL

School abjuration; Level sorcerer/wizard 9, witch 9; Casting Time 1 standard action; Components V, S; Range close (25 ft, + 5 ft./2 levels); Targets one creature; Duration 24 hours; Saving Throw Will negates (harmless); SR yes (harmless)

This spell functions like mind blank, except you divide the duration in 1-hour increments among the creatures touched.

Uses Per Day:

### Uses:

2440 MM9 HOBM 498.5# 24 9.59

## **MIRROR STRIKE**

School transmutation; Level magus 1, sorcerer/wizard 1; Casting Time 1 standard action; Components V, S, M (a shard of mirror); Range personal; Targets you; Duration see text

You briefly alter the flow of time to split a melee attack into two attacks. Before the end of your next turn, when you make your next melee attack roll, compare the result to the AC of two opponents within your reach. If the selected opponents are flanking you, you gain a +2 bonus on your attack roll (and confirmation attack roll, see below). If you hit both enemies, you can deal half damage to each. Hitting only one opponent allows you to deal hat opponent normal damage for your attack. On a critical threat, you can make only one attack roll to confirm the critical hit against both opponents. If you confirm against both, you deal half your critical hit damage to each. Your hit is a normal hit rather than a critical if you confirm against only one opponent. If you fail to use the effect before the end of your next turn, the spell ends.

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

THE ARE ADDRESS AND ADDRESS ADDRESS ADDRESS

A APELIN ON DUBLICH ADELIN ON

Uses:

· 2年かられたり 出色日間 4.9月15年 全部 9.59年

· 安康 安望县安县里 山碧黑山谷

# **MOMENT OF GREATNESS**

School enchantment (compulsion)[mind-affecting]; Level bard 1, cleric 1, sorcerer/wizard 1; Casting Time 1 standard action; Components V, S, M/DF (rabbit fur); Range 50 ft.; Targets The caster and allies within a 50-ft. burst centered on the caster; Duration 1 minute/level or until discharged; Saving Throw none; SR yes (harmless)

Each creature affected by this spell is given the potential for greater success and glory. If the affected creature is benefiting from a morale bonus of any type, it can double that morale bonus on one roll or check, before making the roll. Once an affected creature uses this spell's effect, the spell is discharged for that subject.

Uses Per Day:

#### Uses:

24402440 2084 492.54

200 77.577 492.50 200 524.3

# MOUNT, COMMUNAL

School conjuration (summoning); Level magus 2, sorcerer/wizard 2, summoner 2, witch 2; Casting Time 1 round; Components V, S, M (a bit of horse hair); Range close (25 ft. + 5 ft./2 levels); Effect up to six mounts; Duration 2 hours/level (D)(D); Saving Throw none; SR no

This spell functions like mount, except you can summon up to six light horses or ponies, and you divide the duration in 2-hour increments among the steeds summoned.

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

2440 MM9 HOBM 498.5# 24 9.59

200 2797878 4273.

C 200 77.377 472.300 200 324.3

# **MUTAGENIC TOUCH**

School transmutation; Level alchemist 4; Casting Time 1 standard action; Components V, S, M (a whole fingernail); Range touch; Targets creature touched; Duration special (see below)

When you are under of the effects of your mutagen, you can cast this spell to safely pass it to another creature with a touch. You must make a successful touch attack against the target. On a hit, the effect of the mutagen passes to the target touched, though in a lesser form. The mutagen's effect ends for you, and passes on to the creature touched, but the target only gets half of the alchemical bonus to the physical ability modifier you chose when took the mutagen, and twice the penalty to the corresponding mental ability score. If the target's mental ability score drops below 3, the target is also confused for the remaining duration of the mutagen. The mutagen continues until the duration has ended. It can be ended earlier if the target drinks or is fed the contents of a vial of antitoxin, but with only 50% chance of success. You can use this spell on a mutagen with either the greater mutagen or advance mutagen discoveries. When you do, you always pass on half the alchemical bonus to physical abilities and twice the penalty to the mental ability score.

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

#### Uses:

一 安静 安宁县安县州 山宁出土的

OFARE ATRAN ON OTATEM ATRAN ON THAT ATRAN ON ARASH ON ARASH

# NAMED BULLET

School divination; Level inquisitor 4, ranger 3, sorcerer/wizard 4, witch 4; Casting Time 1 standard action; Components V, S, M/ DF (an item from the selected creature or creature type); Range touch; Targets one piece of ammunition or one thrown weapon; Duration 10 minutes/level or until discharged; Saving Throw Will negates (harmless, object); SR yes (harmless, object)

You imbue the target with deadly accuracy against a selected creature type (and subtype for humanoids or outsiders) or a specific creature you know and can name. When used against the selected creature, the ammunition never misfires and is unaffected by concealment (but not total concealment), and at a range of 30 feet or less, the attack targets the selected creature's touch AC. When the target hits the selected creature, you must overcome that creature's spell resistance, or this spell has no effect. A normal hit scored using the target against the selected creature is considered to be a critical threat and deals 1 extra point of damage per caster level (maximum 20), which is not multiplied on a critical hit. A natural critical hit deals the same extra damage, but that damage is multiplied due to the critical. Once the target is used to attack the selected creature, successfully or not, this spell is discharged.

Uses Per Day:

#### Uses:

2400440 2084 072.50

24 294744 STA.50

OFARE AFREN ON OTHTEN ATREN ON THETT ATREN ON DELATE ONTER

# NAMED BULLET, GREATER

School divination; Level inquisitor 6, ranger 4, sorcerer/wizard 6, witch 6; Casting Time 1 standard action; Components V, S, M/ DF (an item from the selected creature or creature type); Range touch; Targets one piece of ammunition or one thrown weapon; Duration 10 minutes/level or until discharged; Saving Throw Will negates (harmless, object); SR yes (harmless, object)

This spell functions like named bullet, except it deals 2 extra points of damage per caster level (maximum 40).

Uses Per Day:

Uses:

# **NEGATIVE REACTION**

School illusion; Level bard 1, magus 1, sorcerer/wizard 1, witch 1; Casting Time 1 standard action; Components S; Range close (25 ft, + 5 ft./2 levels); Targets one creature; Duration 1 round/level; Saving Throw Will negates; SR yes

The target's actions and words fail to impress. The target of this spell takes a -10 penalty on any Bluff, Diplomacy, and Intimidate checks as well as any performance combat checks it attempts.

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

### Uses:

2440 MM9 HOBM 498.5# 24 9.59

School abjuration; Level antipaladin 4, sorcerer/wizard 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.

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

### Uses:

2440 MM9 HOBM 498.5# 24 9.59

# **OBSIDIAN FLOW**

School transmutation[earth, fire]; Level druid 4, sorcerer/ wizard 4, summoner 3; Casting Time 1 standard action; Components V, S, M/DF (a small piece of obsidian); Range close (25 ft. + 5 ft./2 levels); Effect 20-ft.-radius burst; Duration instantaneous; Saving Throw Reflex partial, see text; SR no

You convert a thin layer of the ground to molten glass that cools quickly. Creatures in the area take 1d6 points of fire damage per two caster levels (maximum of 10d6) and become entangled. Any creature within the area that makes a successful Reflex save takes half damage and is not entangled. An entangled creature can attempt to free itself by spending a move action to attempt a Strength check or Escape Artist check (the DC equals the spell's saving throw DC). The ground is covered with slippery expanses and sharp shards of obsidian. The area of effect is difficult terrain, and the DC of Acrobatics checks within the area of effect increases by 5. A successful DC 15 Acrobatics check is required to run or charge across the area. A creature that falls prone in the area takes 1d6 points of damage from sharp obsidian.

Uses Per Day:

### Uses:

空形的外部的 出售管理 化学出送法 空战 自己的本语的本 化空光压体 愛願 的复数花杯的 的复数医铁 爱献 学性医的名词

### PEACEBOND

School abjuration; Level inquisitor 1, sorcerer/wizard 1, witch 1; Casting Time 1 standard action; Components S; Range close (25 ft. + 5 ft./2 levels); Targets one sheathed or slung weapon; Duration 1 minute/level; Saving Throw Will negates (object); SR yes (object)

You lock a weapon in place on its owner's body, or within the weapon's sheath or holster. Anyone who then tries to draw the weapon must spend a standard action and succeed at a Strength check (DC equal to the saving throw DC) to do so, provoking attacks of opportunity whether the attempt succeeds or fails.

Uses Per Day:

#### Uses:

· 2420 1110 2081 492.5H 2H 0.57

### PELLET BLAST

School conjuration (creation); Level magus 4, sorcerer/wizard 3, summoner 3; Casting Time 1 standard action; Components V, S, M (a handful of metal pellets or handful of cold iron, silver, or adamantine pellets; see descriptions for cost); Range 30 ft.; Effect cone-shaped burst; Duration instantaneous

This spell creates an explosion of conjured metal pellets, striking everything within its area and dealing 1d8 points of piercing damage per two caster levels, maximum 5d8. This damage is subject to damage reduction. If the material component is made of cold iron (costing 50 gp), silver (costing 20 gp), or adamantine (costing 100 gp), the resulting blast can overcome damage reduction of the appropriate type. The pellets disappear after the spell is cast and the damage is dealt.

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

#### Uses:

ያያሳዊዊያ ጀውሮዊ ቆያደይዙ *ዒል* ዓይያትይያት ፊያጀይት *ዒል ያያፍ*ቶቶዊ ፊያጀ

5 900 77.377 492.50 200 324.357

## PHANTOM CHARIOT

School conjuration (creation); Level sorcerer/wizard 4, summoner 3; Casting Time 10 minutes; Components V, S; Range ; Effect one quasi-real chariot and draft team; Duration 1 hour/level (D) (D); Saving Throw none; SR no

You conjure a quasi-real heavy chariot with four horselike creatures in a team to pull it. (The exact description can be customized as you wish.) The chariot has all the normal qualities of a heavy chariot with metal scythes (see page 182). You or a person you designate while casting the spell must drive the chariot, which can carry up to six passengers (including the driver). The team and chariot make no sound and the team does not fight, although the driver can use the chariot like any normal chariot. The chariot and team are essentially a single entity with an AC of 19 (-2 size, +6 natural armor, +5 Dex), and 10 hit points + 2 hit points per caster level (maximum 50). If the entity loses all its hit points, it disappears, possibly subjecting all aboard to a crash (treat as wrecked). The entity gains certain powers according to caster level, just like a mount does in the phantom steed spell.

Uses Per Day:

### Uses:

# PHANTOM DRIVER

School conjuration (creation); Level bard 3, sorcerer/wizard 3; Casting Time 10 minutes; Components V, S; Range 10 ft.; Effect one quasi-real, humanlike creature; Duration 1 hour/level (D)(D); Saving Throw none; SR no

You conjure a Small or Medium, quasi-real, humanlike creature (the exact physical features can be customized as you wish). This creation can drive any vehicle you command it to. This phantom creature does not fight, and while animals that power a muscle-propelled vehicle driven by the creature do respond to its commands, animals otherwise shun the creature and refuse to attack it. The rider has an AC of 20 (+1 size, +4 natural armor, +5 Dex) if it is a Small creature or an AC of 19 (+4 natural armor, + 5 Dexterity) if it is a Medium creature. It has 7 hit points + 1 hit point per caster level. If it loses all its hit points, the phantom driver disappears. A phantom driver has a land speed of 30 feet, and makes all driver skill checks (no matter what skills are needed to drive the vehicle) as your caster level + your Intelligence modifier.

Uses Per Day:

### Uses:

2400440 2084 402.50

200 2322322 42

# PHANTOM STEED, COMMUNAL

School conjuration (creation); Level bard 4, sorcerer/wizard 4, summoner 3; Casting Time 10 minutes; Components V, S; Range close (25 ft. + 5 ft./2 levels); Effect up to six quasi-real, horselike creatures; Duration 1 hour/level (D)(D); Saving Throw none; SR no

This spell functions like phantom steed, except you can summon up to six steeds, and you divide the duration in 1-hour intervals among the steeds summoned.

Uses Per Day:

Uses:

200 200707 002.30

200 77.377 472.307 200 324.307

# PILFERING HAND

School evocation [force]; Level bard 2, cleric 2, magus 2, sorcerer/ wizard 2; Casting Time 1 standard action; Components S; Range close (25 ft. + 5 ft./2 levels); Targets one object; Duration see text; Saving Throw none; SR yes (object)

You create and control an invisible telekinetic force, manipulating it with either startling abruptness or careful deliberateness, allowing you to seize an object from an opponent or remotely manipulate an object. You can utilize this force to one of two ends.

Abrupt Maneuver: You instantaneously attempt a disarm or steal combat maneuver against a target within range. Use your caster level as your Combat Maneuver Bonus, adding your Charisma modifier (bard, oracle, sorcerer), Intelligence modifier (magus, wizard), or Wisdom modifier (cleric) in place of your Strength or Dexterity modifier. This combat maneuver attempt does not provoke an attack of opportunity from its target, but casting this spell might. If you are successful, you pull the target object to you, and if you have enough hands free, you can catch it. Otherwise, the object lands in your square as if you dropped it.

Careful Maneuver: You attempt a Disable Device check or a Sleight of Hand check to pick-pocket a target within range. This spell lasts as long as you need to accomplish the task, requiring your full concentration for that duration. Once you resolve the skill check, the spell ends. If you are successful on your Sleight of Hand check, you pull the target object to you as with an abrupt maneuver. The target gains a +2 bonus on its Perception check to notice the successful attempt.

Uses Per Day:

### Uses:

90 KK9 XOBK 49X.50

65 C 20 C

School abjuration; Level alchemist 3, sorcerer/wizard 3, summoner 3; Casting Time 1 standard action; Components V, S, F (a piece of tortoiseshell or turtle shell); Range touch; Targets creatures touched; Duration 1 hour/level or until discharged; Saving Throw Will negates (harmless); SR yes (harmless)

This spell functions like protection from arrows, except you divide the duration in 1-hour intervals among the creatures touched. Once the spell absorbs 10 points of damage per caster level (maximum 100 points) for a subject, the spell's effects end for that subject.

Uses Per Day:

#### Uses:

2440 MM2 XOBM 49X.5H 24 9.594.594 4.92

AND MACHINE THE

200 77.577 492.50 200 524.3

School abjuration [lawful]; Level cleric 2, inquisitor 2, paladin 2, sorcerer/wizard 2, summoner 2; Casting Time 1 standard action; Components V, S, M/DF; Range touch; Targets creatures touched; Duration 1 min./level (D)(D); Saving Throw Will negates (harmless); SR no; see text

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

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

### Uses:

**安康 金叶林子林书 山竹花** 

School abjuration; Level cleric 4, druid 4, inquisitor 4, ranger 3, sorcerer/wizard 4, summoner 4; Casting Time 1 standard action; Components V, S, DF; Range touch; Targets creatures touched; Duration 10 min./level or until discharged; Saving Throw Fortitude negates (harmless); SR yes (harmless)

This spell functions like protection from energy, except you divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of energy damage per caster level (maximum 120 points) for a subject, the spell's effects end for that subject.

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

#### Uses:

中部的有限的 出达日代 化分配运动 安全 化达尔二达尔 化分配压体 白脸 的复数打开机 化分配

### PROTECTION FROM EVIL, COMMUNAL

School abjuration [good]; Level cleric 2, inquisitor 2, paladin 2, sorcerer/wizard 2, summoner 2; Casting Time 1 standard action; Components V, S, M/DF; Range touch; Targets creatures touched; Duration 1 min/level (D)(D); Saving Throw Will negates (harmless); SR no; see text

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

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

### Uses:

2440440 HOBE 498.58 24 9.59

DE ENGRAPHIC LOSS.

School abjuration [evil]; Level antipaladin 2, cleric 2, inquisitor 2, paladin 2, sorcerer/wizard 2, summoner 2; Casting Time 1 standard action; Components V, S, M/DF; Range touch; Targets creatures touched; Duration 1 min./level (D)(D); Saving Throw Will negates (harmless); SR no; see text

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

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

T AN UNITAR AND AN AN MARKAN AND AN

### Uses:

2420440 HOB4 498.5# 24 9.502.502 4

SARS ATESN ON OTSTEM ATESN ON THEIT ATESN ON SEASES ONLEN

School abjuration [evil]; Level antipaladin 2, cleric 2, inquisitor 2, paladin 2, sorcerer/wizard 2, summoner 2; Casting Time 1 standard action; Components V, S, M/DF; Range touch; Targets creatures touched; Duration 1 min./level (D)(D); Saving Throw Will negates (harmless); SR no; see text

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

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

30 20 32430T
### **PUP SHAPE**

School transmutation (polymorph); Level druid 3, sorcerer/ wizard 3, witch 3; Casting Time 1 standard action; Components V, S, M (a rag doll); Range close (25 ft. + 5 ft./2 levels); Targets one animal or magical beast; Duration 1 round/level; Saving Throw Fortitude negates (and Will special, see text); SR yes

You transform the subject animal into a Small magical beast. creating a young magical version of itself for a short period of time. While in this form, the target has only 1 HD (maximum hit points), and the target takes a -4 penalty to Strength, Constitution, Intelligence and Wisdom (minimum 1). The creature also gains a +4 size bonus to Dexterity and a +2 natural bonus. Any nonevil creature that attempts to attack a creature in this form must succeed at a Will saving throw (using the DC of the spell) to overcome feelings of guilt and protectiveness toward the young and innocentseeming creature. On a failed saving throw, it cannot follow through with the attack, that part of the action is lost, and it can't directly attack the transformed creature for the duration of the spell or until the spell's target attacks it. This part of the spell is a mindaffecting effect. Evil creatures have no qualms about attacking the target of this spell, in fact, some particularly heinous creatures might go out of their ways to do the target harm.

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

### Uses:

### QUALM

School enchantment (compulsion)[mind-affecting]; Level bard 2, inquisitor 2, sorcerer/wizard 2, witch 2; Casting Time 1 standard action; Components V, S; Range close (25 ft, + 5 ft/2 levels); Targets one creature; Duration 1 minute/level or until discharged; Saving Throw Will negates; SR yes

The target is suddenly beset with unexplainable doubts about the effectiveness of its actions and the righteousness of its cause. The creature takes a -10 penalty on its ability checks, skill checks, and concentration checks, until the duration ends, or until it spends its entire turn doing absolutely nothing (it spends a full-round action gaining focus). Spending an entire turn doing nothing discharges the spell.

Uses Per Day:

### Uses:

20 MM2 XOBM 49X.54 244 9.594

# **RECOIL FIRE**

School transmutation; Level sorceret/wizard 2, witch 2; Casting Time 1 standard action; Components V, S, M (hoof shavings from a mule); Range close (25 ft. + 5 ft./2 levels); Targets 1 firearm; Duration instantaneous; Saving Throw Will negates (object); SR yes (object)

The target firearm suddenly fires of its own volition, even if it is unloaded, generating a recoil so great that the wielder or carrier of the firearm must scramble to hold onto it and becomes flat-footed until the start of his next turn. If the wielder is already flat-footed, he is instead knocked prone. If the firearm was loaded, that ammunition is wasted.

Uses Per Day:

### Uses:

2420440 2084 492.54 24 9.59

# **REINFORCE ARMAMENTS**

School transmutation; Level cleric 1, magus 1, sorcerer/wizard 1, witch 1; Casting Time 1 standard action; Components V, S, M/ DF (a metal pin); Range touch; Targets one armor suit or weapon touched; Duration 10 minutes/level; Saving Throw Will negates (harmless, object); SR yes (harmless, object)

You reinforce a weapon or armor suit to give it a temporarily upgrade or mitigate the fragile quality (see page 146). A suit of armor or weapon touched that has the fragile quality is not considered to have the fragile quality for the spell's duration. Normal armor suits or weapons subjected to this spell instead gain the masterwork quality for the spell's duration and their hardness is doubled. If this spell is cast on masterwork or magical armor or weapons, their hardness is doubled for the duration of the spell.

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

### Uses:

24402440 2084 492.54

- 200 9.592.592 492.50

一 安静 安宁县安县州 山宁出土的

5 900 77.377 492.50 200 324.387

School transmutation; Level cleric 2, magus 2, sorcerer/wizard 2, witch 2; Casting Time 1 standard action; Components V, S, M/ DF (a metal pin); Range touch; Targets armor suits or weapons touched; Duration 10 minutes/level; Saving Throw Will negates (harmless, object); SR yes (harmless, object)

This spell functions like reinforce armaments, except you divide the duration in 10-minute intervals among the objects touched.

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

### Uses:

T AN UNITARY AND AN ADDARY AND ADDARY AND

# **RELOADING HANDS**

School conjuration (creation); Level magus 2, ranger 2, sorcerer/ wizard 2; Casting Time 1 standard action; Components V, S; Range touch; Targets projectile weapon touched; Duration 1 round/caster level (D)(D); Saving Throw Will negates (object, harmless); SR yes (object, harmless)

Once per round, phantom hands load a single ranged weapon or frearm with conjured ammunition. This ammunition counts as magical for overcoming damage reduction and attacking incorporeal creatures, but is the standard for its type (a normal bullet or pellets and black powder in the case of firearms). Conjured ammunition ceases to exist 1 round after it is removed from the weapon, or at the end of the duration, whichever comes first.

Uses Per Day:

### Uses:

化化学学校 化化学学 化学学学

# **RESINOUS SKIN**

School transmutation; Level alchemist 3, druid 3, sorcerer/ wizard 3; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 10 minutes/level; Saving Throw see text; SR no

You coat your body with a resinous substance, protecting you from attacks and binding weapons that strike you. You gain DR 5/ piercing, as well as a +4 circumstance bonus to your CMD against disarm attempts and on saving throws against effects that cause you to drop something you are holding. Additionally, you gain a +2 circumstance bonus on combat maneuver checks to initiate a grapple, maintain a grapple, and pin a foe. Any enemy you grapple takes a -2 penalty on attempts to break the grapple and to escape the grapple using Escape Artist. Any weapon, that strikes you becomes stuck unless its wielder succeeds at a Reflex saving throw. Such a weapon can be pulled free of you only with a successful Strength check (DC = your saving throw DC for this spell). This spell has no effect on unarmed strikes or natural weapons.

Uses Per Day:

### Uses:

20 MM9 XOBM 49X.5H 24 9

School abjuration; Level alchemist 3, cleric 3, druid 3, inquisitor 3, paladin 3, ranger 3, sorcerer/wizard 3, summoner 3; Casting Time 1 standard action; Components V, S, DF; Range touch; Targets creatures touched; Duration 10 min./level; Saving Throw Fortitude negates (harmless); SR yes (harmless)

This spell functions like resist energy, except you divide the duration in 10-minute intervals among the creatures touched.

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

### Uses:

2440110 2084 492.58 24 9.59

# **RETURNING WEAPON**

School conjuration (teleportation); Level bard 2, cleric 2, inquisitor 1, magus 1, ranger 1, sorcerer/wizard 2, witch 2; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one weapon that can be thrown; Duration 1 minute/level; Saving Throw Will negates (harmless, object); SR yes (harmless, object)

For the duration of the spell, the target weapon acts as if it had the returning weapon special ability (see page 471 of the Core Rulebook). This spell can be used as the prerequisite for the returning weapon special ability.

Uses Per Day:

### Uses:

2440440 HOBE 498.58 24 9.59

School conjuration (teleportation); Level bard 3, cleric 3, inquisitor 2, magus 2, ranger 2, sorcerer/ wizard 3, witch 3; Casting Time 1 standard action; Components V, S; Range close (25 ft, + 5 ft,2 levels); Targets creatures touched; Duration 1 minute/level; Saving Throw Will negates (harmless, object); SR yes (harmless, object)

For the duration of the spell, the target weapon acts as if it had the returning weapon special ability (see page 471 of the Core Rulebook). This spell can be used as the prerequisite for the returning weapon special ability.

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

Uses:

2420440 2684 492.58 24 9.591

# **RICOCHET SHOT**

School evocation: Level ranger 2, sorcerer/wizard 2; Casting Time 1 standard action; Components V, S, M (a wishbone); Range close (25 ft. + 5 ft./2 levels): Targets one projectile weapon: Duration 1 round/level or until discharged: Saving Throw Will negates (harmless, object); SR ves (harmless, object) You imbue a projectile weapon with the ability to ricochet any projectiles that hit one target so that they also hit another. When the wielder ricochets a projectile, she selects a primary target to attack. If she hits the primary target, the projectile ricochets instead of being destroyed. The wielder can then select a secondary target that is within 20 feet of the primary target. She makes an attack roll against the secondary target at the same base attack bonus, but does not gain the benefit from any enhancement bonuses or magic qualities on the projectile. If the shot comes from a firearm, the ricochet targets normal AC rather than touch AC. While the spell lasts, the target weapon's wielder can ricochet one projectile per three caster levels you possess, to a maximum of six at caster level 18th. Once the target weapon's wielder ricochets that many shots. the spell is discharged. If the weapon's wielder fails to use all the ricochets before the spell end, those ricochets are wasted.

Uses Per Day:

### Uses:

OFARE AFREN ON OTHTEN ATREN ON THETT ATREN ON DELATE ONTER

# SEE ALIGNMENT

School divination; Level alchemist 1, bard 1, sorcerer/wizard 1; Casting Time 1 standard action; Components V, S, M (eye of newt); Range personal; Targets you; Duration 1/round per level

When you cast this spell, select a single alignment (such as lawful good or chaotic evil). Creatures of that alignment glow with a ghostly radiance while they are within your vision. Though you can see this radiance, other creatures cannot. Spells and effects that obscure alignment, like undetectable alignment, also obscure the effects of this spell.

Uses Per Day:

### Uses:

DE STREET ADD.

# SHADOW BOMB ADMIXTURE

School conjuration (creation); Level alchemist 2; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 round/level; Saving Throw special, see below; SR special, see below

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formula with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture. the effects of the former bomb admixture end and the new one becomes active. When you throw a bomb and hit a direct target, a shadowy substance is released from the bomb covering the direct target and up to three creatures that take damage from the bomb's splash (alchemist's choice). The affected creatures must successfully make a Fortitude saving throw, or they gain concealment but treat all other creatures as having concealment for the duration of the shadow bomb admixture. This effect does not ignore spell resistance

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

### Uses:

· 2420140 2084 492.50

5日本 4.9元,5米 安康 安阳县7县州 4.9元,50

OFARE ATRAN ON OTATEM ATRAN ON THAT ATRAN ON ARACTS OTATION

# SHARE LANGUAGE, COMMUNAL

School divination; Level bard 2, cleric 3, druid 3, sorcerer/wizard 3; Casting Time 1 standard action; Components V, S, M (a page from a dictionary); Range touch; Targets creatures touched; Duration 24 hours; Saving Throw Will negates (harmless); SR yes (harmless)

This spell functions like share language (Advanced Player's Guide 243), except you divide the duration in 1-hour increments among the creatures touched.

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

# SHOCK SHIELD

School abjuration [electricity, force]; Level alchemist 1, magus 1, sorcerer/wizard 1; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 minutes/level (D)(D)

This spell creates an invisible shield similar to but not as strong as the shield spell. This shield hovers in front of you and negates magic missile attacks directed at you. The disk provides a +2 shield bonus to AC. This bonus applies against incorporeal touch attacks. At any time, as a free action, you may dismiss your shield, at which point it deals 1d6 points of electrical damage to all creatures within a 5-foot burst, including you. A Reflex saving throw halves the damage.

Uses Per Day:

### Uses:

· 2年かられたり 出色日間 4.9月15年 全部 9.59年

# SHOCKING IMAGE

School illusion (figment)[electricity]; Level bard 4, sorcerer/ wizard 4; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 minute/level; Saving Throw none; SR see text

This spell works like mirror image, except the illusory doubles it creates discharge an electric shock when destroyed. An opponent that uses a melee attack to destroy one of your images takes 2d6 points of electricity damage. You must overcome a target's spell resistance the first time you deal this electricity damage to it. Failure renders the target immune to damage from this spell.

Uses Per Day:

### Uses:

# 三日の 二日日 あいち 日日の 二日日

## SIEGE OF TREES

School transmutation; Level druid 7; Casting Time 10 minutes; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one Large plant per three caster levels; Duration 1 hour/level (D) (D); Saving Throw none; SR no

You imbue inanimate plants with limited mobility and a semblance of life. Each plant targeted acts as a light catapult (see page 162) until the end of the spel's duration, though you must spend a standard action to aim each of these tree catapults before the first time they fire, and anytime thereafter when you want the trees to fire at a new target. With a free action, you can command one or all of the trees under your command to stop firing. You do not need to supply ammuniton to these tree catapults; they will automatically load themselves with rocks and boulders in the area, digging them deep from the ground if need be. You can supply the trees ammunition, if you desire. The tree will not load flaming ammunition, and these catapult trees cannot be affected by energy siege shot (see page 228) if the energy selected is fire.

Uses Per Day:

Uses:

安然 空外兵下部門 山外出土市

# School transmutation; Level druid 9; Casting Time 10 minutes; Components V,S; Range close (25 ft. + 5 ft./2 levels); Targets one Gargantuan, Huge, or Large plant per three caster levels; Duration 1 hour/level (D)(D); Saving Throw none; SR no

As siege of trees, but you can affect larger-sized plants. Each plant acts as a catapult of its size.

Uses Per Day:

## Uses:

2400 MM9 XOBM 407X5W 24 930

# SPELL IMMUNITY, COMMUNAL

School abjuration; Level cleric 5, inquisitor 5; Casting Time 1 standard action; Components V, S, DF; Range touch; Targets creatures touched; Duration 10 min./level; Saving Throw Will negates (harmless); SR yes (harmless)

This spell functions like spell immunity, except you divide the duration in 10-minute intervals among the creatures touched.

Uses Per Day:

### Uses:

· 安徽 的复数外外 的复数出来 安都 计算法的 的复数出来 安徽 法把法法保持

# SPELL IMMUNITY, GREATER COMMUNAL

School abjuration; Level cleric 9; Casting Time 1 standard action; Components V, S, DF; Range touch; Targets creatures touched; Duration 10 min./level; Saving Throw Will negates (harmless); SR yes (harmless)

This spell functions like greater spell immunity, except you divide the duration among the creatures in 10-minute intervals among the creatures touched.

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

### 

DE ENGRAPHIC LOSS.

# SPIDER CLIMB, COMMUNAL

School transmutation; Level alchemist 3, druid 3, sorcerer/wizard 3, summoner 3; Casting Time 1 standard action; Components V, S, M (a live spider); Range touch; Targets creatures touched; Duration 10 min./level; Saving Throw Will negates (harmless); SR yes (harmless)

This spell functions like spider climb, except you divide the duration in 10-minute intervals among the creatures touched.

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

## Uses:

2490440 XOB4 49X.5# 24 9.594

# SPONTANEOUS IMMOLATION

School evocation [fire]; Level sorcerer/wizard 2; Casting Time 1 standard action; Components V, S, M (pinch of saltpeter); Range medium (100 ft. + 10 ft./level); Targets one creature; Duration instantaneous; Saving Throw Fortitude half and Reflex (see description); SR yes

You point your finger at a creature, causing it to spontaneously burst into flame. The target takes 3d6 points of fire damage and catches on fire (Pathfinder RPG Core Rulebook 444). A successful Fortitude save reduces this damage by half and prevents the target from catching on fire. Each round on your turn, a burning target can attempt a new save to extinguish the flames (DC equal to the DC of the spell); otherwise it takes another 1d6 fire damage.

Uses Per Day:

### Uses:

2420 MM2 HOLE 492.54 24 9.592

THE REPAIR AND

School transmutation; Level sorcerer/wizard 2, witch 2; Casting Time 1 standard action; Components V, S, M (a few drops of liquor); Range close (25 ft. + 5 ft./2 levels); Targets 1 loaded firearm; Duration instantaneous; Saving Throw Will negates (harmless, object); SR yes (harmless, object)

Ammunition currently loaded in the target firearm is less prone to misfire. Decrease the misfire range by 1 + 1 per five caster levels (maximum +5, minimum misfire 0) for the ammunition currently loaded into that firearm.

Uses Per Day:

### Uses:

200 200707 002.30

5 900 77.377 492.50 200 324.387

# STONESKIN, COMMUNAL

School abjuration; Level alchemist 5, druid 6, inquisitor 5, sorcerer/wizard 5, summoner 4; Casting Time 1 standard action; Components V, S, M (granite and diamond dust worth 100 gp per creature affected); Range touch; Targets creatures touched; Duration 10 min/level or until discharged; Saving Throw Will negates (harmless); SR yes (harmless)

This spell functions like stoneskin, except you divide the duration in 10 minute intervals among the creatures touched. Once the spell has prevented 10 points of damage per caster level (maximum 150 points) for a subject, the spell's effects end for that subject.

Uses Per Day:

Uses:

2420 MM2 XOBM 49X.5H 24 9.504

1999年1月1日、1999年1月、1997年1月、1997年1月、1997年1月

# SUMMONER CONDUIT

School necromancy; Level cleric 4, sorcerer/wizard 5, summoner 4, witch 5; Casting Time 1 standard action; Components V, S, M (two files); Range close (25 ft. + 5 ft./2 levels); Targets one summoned creature or eidolon; Duration 1 minute/level; Saving Throw Will negates; SR yes

You exploit the invisible, mystic connection between the target creature and its summoner to harm that summoner. Whenever the target's summoned creature is the target of a spell that deals damage, the target's summoner is also considered to be a target of that spell. Such a summoner gains his normal defenses against the spell, such as a saving throw and spell resistance, and cannot be affected if he is on another plane of existence.

Uses Per Day:

### Uses:

istare ater on other an ater on their ateres on delars on delars

# SUN METAL

School transmutation [fire]; Level cleric 1, paladin 1, ranger 1; Casting Time 1 standard action; Components V, S; Range touch; Targets one melee weapon; Duration 1 round/level (see text); Saving Throw Fortitude negates (object); SR yes (object)

The target weapon ignites into flame that does not hurt the weapon or the wielder, but damages those hit by the weapon. When the weapon's wielder hits with this weapon, it deals an additional 1d4 points of fire damage. This damage is not multiplied in the case of a critical hit. This effect immediately ends if the weapon is submerged in water. This effect does not stack with the flaming or flaming burst weapon special ability or any other effect that grants the weapon extra fire damage. It does not function on weapons with the frost or icy burst weapon special ability or any other effect that grants a weapon extra cold damage.

Uses Per Day:

### Uses:

2440140 2084 492.54

· 2018年 2019年1月1日 -

# SYMBOL OF STRIKING

School illusion (shadow); Level cleric 5, magus 5, sorcerer/wizard 5, witch 5; Casting Time 10 minutes; Components V, S, M (a masterwork melee weapon costing at least 300 gp); Range 0 ft.; see text; Effect one symbol; Duration see text; Saving Throw Will half, see text; SR yes, see text

276764

This spell functions like symbol of death, except that using the material component, you scribe a symbol of striking so it fills a 5-foot square. Once triggered, the symbol of striking glows and lasts for 10 minutes per caster level or until it has made a number of attacks of opportunity equal to your level, whichever comes first. When triggered, the symbol threatens its area and the area around it as if it were a Medium creature wielding a magic version of the weapon you used as the material component. Using your caster level + 1 + your Intelligence modifier (magus, witch, wizard) or Wisdom modifier (cleric) or Charisma modifier (oracle, sorcerer) as its attack bonus. the symbol can make a number of attacks of opportunity each round equal to 1 + the same ability score modifier you used to determine its attack bonus. It gains a bonus on damage rolls equal to the same ability score modifier you used to determine its attack bonus. A shadowy version of you wielding the material component appears to make these attacks. The symbol attacks any non-attuned creature that provokes an attack of opportunity from the symbol. However, when the symbol first attacks a creature, the symbol must overcome that creature's spell resistance or be rendered unable to harm it. The symbol never again attacks such creatures. Further, when the symbol first attacks a creature, a successful Will saving throw allows the creature to see the shadow nature of the attacks and take half damage when such attacks hit

Uses Per Day:



# TACTICAL ACUMEN

School enchantment (compulsion)[mind-affecting]; Level bard 2, inquisitor 2, magus 2, paladin 1, sorcerer/wizard 2; Casting Time 1 standard action; Components V, S, M/DF (a small piece of a map); Range 30 ft.; Effect The caster and all allies within a 30-ft.radius burst, centered on the caster; Duration 1 round/level (D) (D); Saving Throw Will negates (harmless); SR yes (harmless)

Tactical acumen grants you and your allies a mastery of battlefield tactics. Whenever you would gain a bonus on attack rolls or to AC due to battlefield position, such as flanking, higher ground, or cover, you gain an additional +1 insight bonus. This bonus increases by +1 for every five caster levels above 5th you possess (maximum +4).

Uses Per Day:

### Uses:

# TAR POOL

School transmutation [earth, fire]; Level druid 6, sorcerer/wizard 6, summoner 5; Casting Time 1 standard action; Components V, S, M/DF (a ball of hardened tar); Range close (25 ft. + 5 ft./2 levels); Effect 20-ft.-radius burst; Duration 1 round/level; Saving Throw Reflex partial, see text; SR no

You convert a layer of the ground to hot tar. Creatures in the area when the tar appears take 1d6 points of fire damage per two caster levels (maximum of 10d6) and must succeed at a Reflex save or become entangled. An entangled creature receives a saving throw each round to free itself from the tar, and can also attempt to free itself by spending a move action to attempt a Strength check or Escape Artist check (DC = spell saving throw DC). It costs 2 squares of movement to enter a square in the area of effect, and the DC of Acrobatics checks within the area of effect increases by 5. The area is difficult terrain. A creature that moves into or starts its turn in the area takes 2d6 points of fire damage and must reattempt this Reflex save or become entangled. A creature that falls prone in the area takes a -4 penalty on its Reflex save against the tar and on Strength and Escape Artist checks to escape the tar. A creature that escapes the tar still takes fire damage from the tar until the spell ends or that creature spends a full-round action removing the tar. A creature with tar on it takes a -4 penalty on Acrobatics and Fly checks made to fly with wings or similar appendages.

Uses Per Day:

# TARGETED BOMB ADMIXTURE

School transmutation; Level alchemist 1; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 round/level

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formula with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new one becomes active. When you throw bombs, they can only hit a direct target; they do not splash. However, the bomb deals its base damage plus double your Intelligence modifier.

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

### Uses:

# **TELEKINETIC ASSEMBLY**

School transmutation; Level magus 2, sorcerer/wizard 2; Casting Time Casting time 1 minute; Components V, S, F (a miniature of the target siege engine, costing 10 gp); Range close (25 ft + 5 ft/2 levels); Targets one disassembled siege engine; Duration instantaneous; Saving Throw none; SR no

You assemble a siege engine, using up to one fewer worker per two caster levels you possess. You can do without one additional worker if you have any ranks in Knowledge (engineering), plus one additional worker per 5 ranks you have in that skill. If your caster level combined with Knowledge (engineering) fails to eliminate the need for workers, this spell fails.

Uses Per Day:

### Uses:

# **TELEKINETIC CHARGE**

School evocation [force]; Level sorcerer/wizard 4; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one willing creature; Duration instantaneous; Saving Throw Will negates (harmless); SR yes (harmless)

You telekinetically launch an ally across the battlefield to anywhere within this spell's range. While moving, your ally is flying just above the ground unless you wish otherwise. Movement from this spell provokes attacks of opportunity as normal, although you can lift your ally over objects or out of enemy reach, as long as your ally remains within this spell's range. If your ally lands adjacent to an opponent, he can spend an immediate action to make a melee attack against that opponent with a +2 bonus on the attack roll.

Uses Per Day:

### 

2400440 2084 402.50

# **TERRAIN BOND**

School enchantment; Level ranger 4; Casting Time 1 standard action; Components V, S, M (a pinch of earth taken from your most favored terrain); Range personal; Targets you; Duration 1 hour/2 levels (D)(D)

You call upon the spirits of nature to help you adapt to your environment. You treat the terrain you are in as your most favored terrain until this spell ends. If you do not have the favored terrain class feature, you gain no benefit from this spell.

Uses Per Day:

Uses:

2420440 2084 492.5# 2# 0

200 279787 472.

500 200 500m

# THUNDER FIRE

School transmutation; Level bard 2, sorcerer/wizard 2, witch 2; Casting Time 1 standard action; Components V, S, M (a piece of spent hunderstone); Range close (25 ft. + 5 ft./2 levels); Targets 1 loaded firearm; Duration instantaneous; Saving Throw Will negates (object), see text; SR yes (object), see text

The firearm targeted creates a thunderous report, even if the firearm is not loaded. Every creature within 15 feet of the creature wielding or carrying the firearm must succeed at a Fortitude save or be deafened for 1 minute. The creature wielding or carrying the firearm takes a -4 penalty on this saving throw, and his misfire range increases by 1 for 1d4 rounds. If the firearm was loaded when it was targeted by this spell, that ammunition is wasted.

Uses Per Day:

### Uses:

# **TONGUES, COMMUNAL**

School divination; Level alchemist 4, bard 3, cleric 5, sorcerer/ wizard 4, summoner 4, witch 4; Casting Time 1 standard action; Components V, M/DF (a clay model of a ziggurat); Range touch; Targets creatures touched; Duration 10 min/level; Saving Throw Will negates (harmless); SR no

This spell functions like tongues, except you divide the duration in 10-minute intervals among the creatures touched.

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

# Uses:

2440 MM9 HOBM 498.5# 24 9.59

# **TOUCH INJECTION**

School transmutation; Level alchemist 2, sorcerer/wizard 3; Casting Time 1 standard action; Components V, S; Range personal; Duration 1 hour/level; Saving Throw none; SR no

You must hold an elixir, infused extract, poison, or potion in hand as you cast this spell. The held substance drains from its container into a magical sac in your body. While the spell lasts, you can deliver the substance with a mere touch. To do so to an opponent, you must make a successful melee touch attack. If you hit, the substance takes effect immediately, despite any onset period, and that opponent receives the normal saving throw (if any) against the substance. If you miss, the substance remains in the magical sac for you to use later. This spell protects you from poison in the sac, but unless you have the poison use class feature, you suffer a 5% chance of exposing yourself to the poison when you first cast the spell. If you roll a natural 1 while attempting to inject the poison into an enemy, you are exposed to it.

Uses Per Day:

Uses:

2400 MM9 208 208 492.58 24 9.592.592 4.92.59

· 安康 安望县安县里 山碧黑山谷
## TWISTED SPACE

School transmutation; Level magus 2, sorcerer/wizard 2, summoner 2; Casting Time 1 standard action; Components V, S, M (a length of wire bent into a circle); Range close (25 ft. + 5 ft./2 levels); Targets one creature; Duration 1 round; Saving Throw Will negates; SR yes

You distort the space around a creature, twisting the path of its melee attacks unpredictably, but always toward a nearby creature that the target threatens. Until the start of your next turn, melee attacks made by the target creature affect a random target instead of their intended target.

Uses Per Day:

Property of the

A APEAR ON DESCRIPTION APEAR OF OUTSIDE APEAR OF

#### Uses:

2440 MM9 HOBM 498.5# 24 9.59

## **UNERRING WEAPON**

School transmutation; Level inquisitor 1, magus 1, sorcerer/ wizard 1, witch 1; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft/2 levels); Targets one weapon or 20 projectiles, all of which must be together at the time of casting; Duration 1 round/level; Saving Throw Will negates (harmless, object); SR yes (harmless, object)

This spell causes a weapon to veer closer to vital areas, improving the result of a critical threat. This transmutation grants a +2 bonus on attack rolls to confirm critical hits plus 1 additional bonus point per four caster levels (maximum total bonus +7). If the spell is cast on projectiles, the effect ends on a specific projectile whenever that projectile is used to make an attack, regardless of whether the attack hits. For this spell, shuriken are considered projectiles.

Uses Per Day: \_

#### Uses:

24401100 XOBC 492.58 24 9.592.592 4.92

200 77.377 472.307 200 324.307

# VIPER BOMB ADMIXTURE

School conjuration (creation); Level alchemist 4; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 round/level

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formula with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture. the effects of the former bomb admixture end and the new one becomes active. When you throw a bomb and hit a target directly, up to four vipers are released from the bomb. One viper attacks the target of the direct hit, and the other vipers attack up to three creatures that take damage from the splash damage. The vipers make melee touch attacks (using your base attack bonus + Intelligence modifier) and on a hit deal 1d4 + your Intelligence modifier damage, and the target is poisoned as if by a venomous snake (Pathfinder RPG Bestiary 255). Hit or miss, the conjured vipers disappear after they make the attack. The conjured snakes are not damaged or adversely affected by the bombs you throw.

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

### Uses:

SASSAND REPAIRS

「「「「「「「」」」」」

# WALK THROUGH SPACE

School conjuration (teleportation); Level alchemist 6, magus 6, sorcerer/wizard 7, summoner 6, witch 7; Components V, S, M (a wren's egg); Range personal; Targets you; Duration 1 round/level

When under the effects of this spell, you can teleport up to 30 feet as a move action. You must end this movement in an unoccupied space that you can stand on within line of sight. Alternatively, you can spend a move action to teleport to a standing position from lying prone. Teleporting does not provoke attacks of opportunity.

Uses Per Day:

Uses:

201112 2034 472.58 24 9.59

200 2797878 4273.

200 77.377 472.307 200 324.307

## WARDING WEAPON

School abjuration; Level magus 1, sorcerer/wizard 2, summoner 2; Casting Time 1 standard action; Components V, S, F (one melee weapon you are proficient in and you are holding); Range personal; Targets you; Duration 1 round/level

The focus of this spell flies upward above your head and takes a defensive position within your space. It lunges at opponents, as if guided by a martially trained hand, parrying and turning back melee attacks aimed at you, but does not strike back at any opponent nor does it damage them. The weapon serves only as a defense. While it protects you, you can cast spells without provoking attacks of opportunity, without the need to cast them defensively. A creature with the Disruptive feat (Core Rulebook 122) can easily bypass this spell's defenses. You provoke attacks of opportunity for casting spells against these creatures even when subject to this spell, though you can still choose to cast defensively.

Uses Per Day:

## Uses:

2420 MM2 XOBM 402 SH 24 250

行业 化空出压铁 安然 经外销分析性 化分出

化子水光法 人名克洛林 方利 建装成扩散剂 人名克马特 方相 计化合作列 人名克马特 方利 医无人名德斯 方利工作的

# WATER WALK, COMMUNAL

School transmutation [water]; Level cleric 4, ranger 4; Casting Time 1 standard action; Components V, S, DF; Range touch; Targets creatures touched; Duration 10 min./level (D)(D); Saving Throw Will negates (harmless); SR yes (harmless)

This spell functions like water walk, except you divide the duration in 10-minute intervals among the creatures touched.

Uses Per Day:

## Uses:

90 MM9 HOBM 492.54 94 9.50

· 安徽 的复数外外 的复数出来 安都 计算法的 的复数出来 安徽 法把法法联盟

## WEAKEN POWDER

School transmutation; Level druid 1, sorcerer/wizard 1, witch 1; Casting Time 1 standard action; Components V, S, M/DF (an empty paper cartridge); Range close (25 ft. + 5 ft./2 levels); Targets 1 loaded firearm; Duration instantaneous; Saving Throw Will negates (object); SR yes (object)

Ammunition in the target firearm generates less of an explosive charge when fired. With such ammunition, the firearm's range increment is halved and the firer takes a -2 penalty on damage rolls. If aware of this spell's effect prior to firing the altered ammunition (a DC 16 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

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

### Uses:

20 MM9 HOBM 498.54 94 9594

- 242 275575 -

## WILDERNESS SOLDIERS

School transmutation; Level druid 2, ranger 2; Casting Time 1 standard action; Components V, S; Range 30 ft.; Effect 30-ft.radius emanation, centered on you; Duration 1 round/level; Saving Throw none; SR no

You call on the plants nearby to aid you in combat. This spell is ineffective if no plants you can direct are within the area. You can spend a swift action and/or a standard action on each of your turns to direct one of the following attacks. The attack bonus or CMB for these attacks equals your base attack bonus + your Wisdom modifier. You grant a +1 bonus per three caster levels (maximum +5) on damage rolls due to this spell. Your wilderness soldiers never provoke attacks of opportunity, and they do not count as allies for flanking or other purposes.

Tree: A tree makes a melee attack with a 10-foot reach from its trunk. A hit deals an amount of damage equal to 1d8 points + your Wisdom modifier. The tree can instead attempt a bull rush, drag, or reposition combat maneuver with the same reach, but the tree cannot move itself.

Undergrowth or Hedgerow: Acting as a Medium creature, one square of undergrowth or hedgerow attempts a grapple combat maneuver against an opponent within or adjacent to that square. Heavy undergrowth gains a +2 bonus to its CMD. Undergrowth cannot move the grapple or pin a foe, but it can deal an amount of damage equal to 1d4 points + your Wisdom modifier by making a successful grapple check against a foe it is grappling. The undergrowth's CMD is 5 + its CMB. If you fail to direct the undergrowth to maintain the grapple, it releases its opponent.

Uses Per Day:



24201110 2081 492.54 24 2.

276764

THE STREET

## WREATH OF BLADES

School abjuration; Level magus 4, sorcerer/wizard 5, summoner 5, witch 5; Casting Time 1 standard action; Components V, S, F (four mithral daggers, each worth at least 502 gp each); Range personal; Effect Target you 5-foot-radius emanation centered on you; Duration 1 round/level; Saving Throw Reflex half (special, see below); SR no (special, see below)

The daggers serving as focus of this spell take on a deadly sharpness as they animate and spin around you, creating a 5-foot-radius emanation of spinning mithral blades that moves with you. Any creature that starts its turn within the area of the spinning blades takes 1d4 points of damage for every two caster levels (maximum 10d4 at 20th level) and the damage bypasses DR/silver. Furthermore, the daggers ward off some attacks, in a way similar to the warding weapon spell (see page 48). While subject to this spell, you do not provoke attacks of opportunity for casting spells, even from creatures with the Disruptive feat. Creatures with the Spellbreaker feat (Core Rulebook 134) can easily bypass this defensive property, though they still take damage from the spell. Your casting (even failing to cast defensively) still provokes attacks of opportunity from creatures with that feat. Lastly, the blades that serve as the focus for this spell can be enchanted for greater effect. When all of the blades share the same enhancement bonus and special weapon qualities, a creature that is damaged by this spell is also treated as if hit by one of these weapons. For example, if a 12th-level magus casts this spell using four +1 frost mithral daggers as focus, the damage dealt by the blades would be 6d4+1 plus 1d6 cold damage, as long as the daggers were commanded to be sheathed in ice. No matter the modifications made to the focus weapons, they must always be mithral daggers. No other type of weapons can serve as a focus for this spell.

Uses Per Day:



194.557 492.5H GAI 524.5CT GA

# CREDITS

Spellcard data obtained from Perram's Spellbook © 2011 Jefferson Jay Thacker (http://www.thegm.org/) Spell data created by Mike Chopswil, (http://d20pfsrd.com/magic/spells-db)

Designation of Open Game Content: All Text

## OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content: (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce. license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity, (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress: artifacts: creatures characters: stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations: names and s of characters, spells, enchantments, personalities,

teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affirs such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copyrig, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark or Registered trademark in Conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

 Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30

days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Ultimate Spell Decks: Ultimate Combat Spell Cards, Copyright 2011, Louis Porter Jr. Design, Inc.