

WOMEN LOVE THE SEXY LOOK AND SEXY WHOLE NO SEXY FINGER

ULTIMATE SPELL DECKS



ULTIMATE COMBAT SPELL CARDS

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WOMEN LOVE THE SEXY LOOK AND SEXY WHOLE NO SEXY FINGER

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.

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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: ☐☐☐☐☐☐☐☐☐☐

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 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.

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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.

조각가: 조지 로지스 코너리, 조각명: 'The Artist', 재료: 대리석, 크기: 120cm x 60cm x 80cm, 제작연도: 1950년, 소장처: 현대미술관, 설명: 조각가 자신의 모습을 형상화한 자화상 조각. 조각가는 조각칼을 들고 있는 자세로, 자신의 창작 과정에 몰입하고 있는 모습을 보여줍니다.

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ANIMAL ASPECT

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)(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.

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.

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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.

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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

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.

[illegible]

BESTOW WEAPON PROFICIENCY

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)

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: ☐☐☐☐☐☐☐☐☐☐

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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:

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 is also immune to all this spell's effects.

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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: _____

[illegible]

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: □□□□□□□□

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

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.

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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.

[illegible]

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:

[illegible]

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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.

[illegible]

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

[illegible]

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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.

[illegible]

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:

[illegible]

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T-세포는 주로 림프계의 주요 구성 요소로, 면역 반응에 중요한 역할을 합니다. 이들은 감염을 예방하고 암 세포를 공격하는 데 도움을 줍니다.

[illegible]

School enchantment (compulsion); **Level** cleric 4, witch 4; **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 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:

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DELAY POISON, COMMUNAL

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:

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.

[illegible]

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.

[illegible]

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:

[illegible]

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:

[illegible]

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).

[illegible][illegible]

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

[illegible]

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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.

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:

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:

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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 one of these remaining shuriken or a standard 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.

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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.

[illegible]

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.

[illegible]

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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:

[illegible]

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: _____

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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.

[illegible]

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:

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:

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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.

[illegible]

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: _____

[illegible]

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.

[illegible]

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

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.

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 adamantite for purposes of overcoming damage reduction for 1 round per caster level.

Uses Per Day:

[illegible]

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.

[illegible]

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: _____ 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 damaged by the splash (alchemist's choice). Those creatures must succeed at a Will saving throw or become fatigued.

Uses Per Day: Uses:

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).

[illegible]

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:

[illegible]

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.

Uses Per Day: _____

[illegible]

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.

Uses Per Day: _____

[illegible]

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.

[illegible]

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조각가: 조지 로지오, 조각명: '인간의 조건', 재료: 대리석, 크기: 150cm x 100cm x 80cm, 위치: 서울 미술관 1층, 설명: 인간의 다양한 감정과 행동을 표현한 조각 작품.

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.

[illegible]

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□ □ □ □ □ □ □ □ □ □

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

[illegible]

□ □ □ □ □ □ □ □ □

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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.

[illegible]

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: _____

[illegible]

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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.

[illegible]

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.

[illegible]

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Table 1

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

[illegible]

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 as a magic weapon.

[illegible][illegible]

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: ☐☐☐☐☐☐☐☐☐☐

MASK DWEOMER, COMMUNAL

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.

[illegible]

[illegible]

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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 that 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: _____

Uses:

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:

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1. *Journal of the American Medical Association*, 1997; 278: 1039-1044.

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□ □ □ □ □ □ □ □ □ □

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.

[illegible]

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

주요인명: 이기우, 김민준, 박지현, 정수민, 최영희, 강태원, 손정호, 차은혜, 한지연, 조민서

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.

[illegible]

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

[illegible]

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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.

[illegible]

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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.

[illegible]

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[illegible]

Uses Per Day: _____

[illegible]

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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:

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

Uses: □□□□□□□□

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.

[illegible]

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

[illegible]

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

[illegible]

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

[illegible]

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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.

[illegible]

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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: ☐☐☐☐☐☐☐☐☐☐

REINFORCE ARMAMENTS, COMMUNAL

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: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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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:

[illegible][illegible]

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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.

[illegible]

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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 ends, those ricochets are wasted.

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[illegible][illegible]

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:

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: _____

[illegible]

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:

[illegible]

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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 spell'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 ammunition 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:

SIEGE OF TREES, GREATER

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:

[illegible]

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[illegible][illegible][illegible]

[illegible]

조각가: 조지 로지오, 조각명: '인물상', 재료: 대리석, 크기: 150x100x80cm, 위치: 미술관 1층 로비, 설명: '인물상'은 조각가 조지 로지오의 대표작으로, 한 인물의 상을 세련된 조각 기법으로 표현한 작품이다.

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[illegible]

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.

[illegible]

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.

[illegible]

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.

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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.

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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).

[illegible]

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: □□□□□□□□

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 instead of just its base damage plus your Intelligence modifier.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

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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:

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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: ☐☐☐☐☐☐☐☐☐☐

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.

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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.

[illegible][illegible]

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.

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Uses Per Day: _____

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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.

[illegible]

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: _____

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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.

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CREDITS

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