

Pathfinder Roleplaying Game, Pathfinder Roleplaying Game, Pathfinder Roleplaying Game, Pathfinder Roleplaying Game

ULTIMATE SPELL DECKS



BARD 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.

LPJ9606



Pathfinder Roleplaying Game, Pathfinder Roleplaying Game, Pathfinder Roleplaying Game, Pathfinder Roleplaying Game

Depending on the version selected, you create up to four lights that resemble lanterns or torches (*and cast that amount of light*), or up to four glowing spheres of light (*which look like will-o'-wisps*), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (*no concentration required*): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit. Dancing lights can be made permanent with a permanency spell.

[illegible]

[illegible][illegible][illegible]

DETECT MAGIC

School divination; **Level** bard 0; **Casting Time** 1 standard action; **Component** V, S; **Range** 60 ft.; **Area** cone-shaped emanation; **Duration** concentration, up to 1 min./level (D); **Saving Throw** none; **Spell Resistance** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (*arcana*) skill checks to determine the school of magic involved in each. (*Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.*) If the aura emanates from a magic item, you can attempt to identify its properties (*see Spellcraft*). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (*in the case of a spell*) or is destroyed (*in the case of a magic item*). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (*even weaker than a faint aura*). How long the aura lingers at this dim level depends on its original power:

DETECT MAGIC (CONT'D)

School divination; **Level** bard 0; **Casting Time** 1 standard action; **Component** V, S; **Range** 60 ft.; **Area** cone-shaped emanation; **Duration** concentration, up to 1 min./level (*D*); **Saving Throw** none; **Spell Resistance** no

Original Strength

Duration of

Lingering Aura

Faint

1d6 rounds

Moderate

1d6 minutes

Strong

1d6 × 10 minutes

Overwhelming

1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell.

Aura Power

Spell or

Over

Object

Faint

Moderate

Strong

whelming

Functioning spell (*CL*)

3rd or lower

4th–6th

7th–9th

10th+ (*deity-lvl*)

Magic item (*CL*)

5th or lower

6th–11th

12th–20th

21st+ (*artifact*)

Uses Per Day: _____

Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

1. 2019年12月31日，公司总资产为1,234,567,890.12元，净资产为890,123,456.78元，营业收入为567,890,123.45元，净利润为123,456,789.01元。

[illegible][illegible]

GHOST SOUND

School illusion (*figment*); **Level** bard 0; **Casting Time** 1 standard action; **Components** V, S, M (*a bit of wool or a small lump of wax*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** illusory sounds; **Duration** 1 round/level (*D*); **Saving Throw** Will disbelief; **Spell Resistance** no

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (*maximum 40 humans*). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell.

[illegible]

School divination; **Level** bard 0; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Target** you; **Duration** instantaneous

When you cast this spell, you instantly know the direction of north from your current position. The spell is effective in any environment in which “north” exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don’t find some external reference point to help you keep track of direction.

Uses Per Day:_____

Uses: □□□□□□□□

[illegible][illegible][illegible]

Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a –5 penalty on Perception checks and a –2 penalty on Will saves against sleep effects while the lullaby is in effect. Lullaby lasts for as long as the caster concentrates, plus up to 1 round per caster level thereafter.

[illegible]

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

[illegible]

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (*at 0 hit points or less*) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (*including constructs*). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

[illegible]

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (*or a thin sheet of lead*), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

[illegible]

.....

[illegible]

.....

1. _____ _____

[illegible]

This deciphering does not normally invoke the magic contained in

Downloaded from <http://ajphaphysocpharm.sagepub.com/> at 11:06 11 November 2014

✓ _____

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200 201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300 301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350 351 352 353 354 355 356 357 358 359 360 361 362 363 364 365 366 367 368 369 370 371 372 373 374 375 376 377 378 379 380 381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 396 397 398 399 400 401 402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420 421 422 423 424 425 426 427 428 429 430 431 432 433 434 435 436 437 438 439 440 441 442 443 444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460 461 462 463 464 465 466 467 468 469 470 471 472 473 474 475 476 477 478 479 480 481 482 483 484 485 486 487 488 489 490 491 492 493 494 495 496 497 498 499 500 501 502 503 504 505 506 507 508 509 510 511 512 513 514 515 516 517 518 519 520 521 522 523 524 525 526 527 528 529 530 531 532 533 534 535 536 537 538 539 540 541 542 543 544 545 546 547 548 549 550 551 552 553 554 555 556 557 558 559 560 561 562 563 564 565 566 567 568 569 570 571 572 573 574 575 576 577 578 579 580 581 582 583 584 585 586 587 588 589 590 591 592 593 594 595 596 597 598 599 600 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624 625 626 627 628 629 630 631 632 633 634 635 636 637 638 639 640 641 642 643 644 645 646 647 648 649 650 651 652 653 654 655 656 657 658 659 660 661 662 663 664 665 666 667 668 669 670 671 672 673 674 675 676 677 678 679 680 681 682 683 684 685 686 687 688 689 690 691 692 693 694 695 696 697 698 699 700 701 702 703 704 705 706 707 708 709 710 711 712 713 714 715 716 717 718 719 720 721 722 723 724 725 726 727 728 729 730 731 732 733 734 735 736 737 738 739 740 741 742 743 744 745 746 747 748 749 750 751 752 753 754 755 756 757 758 759 760 761 762 763 764 765 766 767 768 769 770 771 772 773 774 775 776 777 778 779 780 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 853 854 855 856 857 858 859 860 861 862 863 864 865 866 867 868 869 870 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930 931 932 933 934 935 936 937 938 939 940 941 942 943 944 945 946 947 948 949 950 951 952 953 954 955 956 957 958 959 960 961 962 963 964 965 966 967 968 969 970 971 972 973 974 975 976 977 978 979 980 981 982 983 984 985 986 987 988 989 990 991 992 993 994 995 996 997 998 999 1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015 1016 1017 1018 1019 1020 1021 1022 1023 1024 1025 1026 1027 1028 1029 1030 1031 1032 1033 1034 1035 1036 1037 1038 1039 104

[illegible]

SUMMON INSTRUMENT

School conjuration (*summoning*); **Level** bard 0; **Casting Time** 1 round; **Components** V, S; **Range** 0 ft.; **Effect** one summoned handheld musical instrument; **Duration** 1 min./level (*D*); **Saving Throw** none; **Spell Resistance** no

This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet (*your choice*). The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can't summon an instrument too large to be held in two hands. The summoned instrument disappears at the end of this spell.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

1. 2019年12月31日，公司应收账款账面余额为1,000,000.00元，坏账准备余额为100,000.00元，应收账款净额为900,000.00元。

[illegible]

School transmutation; **Level** bard 1; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Target** one rope-like object, length up to 50 ft. + 5 ft./level; see text; **Duration** 1 round/level; **Saving Throw** none; **Spell Resistance** no

You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half. The possible commands are "coil" (*form a neat, coiled stack*), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("*uncoil*," and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (*range increment 10 feet*). A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a concentration check with a DC of 15 + the spell's level to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check.

The rope itself and any knots tied in it are not magical. The spell cannot affect objects carried or worn by a creature.

[illegible]

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

Uses: □□□□□□□□

[illegible]

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

基多卡里, 占 山得里, 占 摩 摩得里, 占 山得里, 占 摩 摩得里, 占 山得里, 占 摩 摩得里, 占 山得里, 占 摩 摩得里

[illegible][illegible]

School enchantment (*compulsion*) [*mind-affecting*]; **Level** bard 1; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Target** one living creature; **Duration** 1 round; **Saving Throw** Will negates; **Spell Resistance** yes

This spell causes a single creature to become confused for 1 round.

[illegible]

School conjuration (*healing*); **Level** bard 1; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will half (*harmless*); see text; **Spell Resistance** yes (*harmless*); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (*maximum* +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Uses Per Day:_____

Uses: □□□□□□□□

[illegible]

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

基₂于基₁上 基₃里₂基₁ 中₃ 中₂里₂基₁ 基₃里₂基₁ 中₃ 中₂里₂基₁ 基₃里₂基₁ 中₃ 基₃里₂基₁ 中₃里₂基₁

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (*although you can appear as another subtype*). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (*touch*) or audible (*sound*) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamor gets a Will save to recognize it as an illusion.

Uses: □□□□□□□□

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200 201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300 301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350 351 352 353 354 355 356 357 358 359 360 361 362 363 364 365 366 367 368 369 370 371 372 373 374 375 376 377 378 379 380 381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 396 397 398 399 400 401 402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420 421 422 423 424 425 426 427 428 429 430 431 432 433 434 435 436 437 438 439 440 441 442 443 444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460 461 462 463 464 465 466 467 468 469 470 471 472 473 474 475 476 477 478 479 480 481 482 483 484 485 486 487 488 489 490 491 492 493 494 495 496 497 498 499 500 501 502 503 504 505 506 507 508 509 510 511 512 513 514 515 516 517 518 519 520 521 522 523 524 525 526 527 528 529 530 531 532 533 534 535 536 537 538 539 540 541 542 543 544 545 546 547 548 549 550 551 552 553 554 555 556 557 558 559 560 561 562 563 564 565 566 567 568 569 570 571 572 573 574 575 576 577 578 579 580 581 582 583 584 585 586 587 588 589 590 591 592 593 594 595 596 597 598 599 600 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624 625 626 627 628 629 630 631 632 633 634 635 636 637 638 639 640 641 642 643 644 645 646 647 648 649 650 651 652 653 654 655 656 657 658 659 660 661 662 663 664 665 666 667 668 669 670 671 672 673 674 675 676 677 678 679 680 681 682 683 684 685 686 687 688 689 690 691 692 693 694 695 696 697 698 699 700 701 702 703 704 705 706 707 708 709 710 711 712 713 714 715 716 717 718 719 720 721 722 723 724 725 726 727 728 729 730 731 732 733 734 735 736 737 738 739 740 741 742 743 744 745 746 747 748 749 750 751 752 753 754 755 756 757 758 759 760 761 762 763 764 765 766 767 768 769 770 771 772 773 774 775 776 777 778 779 780 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 853 854 855 856 857 858 859 860 861 862 863 864 865 866 867 868 869 870 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930 931 932 933 934 935 936 937 938 939 940 941 942 943 944 945 946 947 948 949 950 951 952 953 954 955 956 957 958 959 960 961 962 963 964 965 966 967 968 969 970 971 972 973 974 975 976 977 978 979 980 981 982 983 984 985 986 987 988 989 990 991 992 993 994 995 996 997 998 999 1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015 1016 1017 1018 1019 1020 1021 1022 1023 1024 1025 1026 1027 1028 1029 1030 1031 1032 1033 1034 1035 1036 1037 1038 1039 104

[illegible]

School transmutation; **Level** bard 1; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Target** you; **Duration** 1 min./level (*D*)

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (*see the Acrobatics skill*).

[illegible]

1. 2019年12月31日，公司总资产为1,000,000.00元，净资产为1,000,000.00元，营业收入为1,000,000.00元，净利润为1,000,000.00元。

[illegible]

የግልጽ ጥያቄ ለማሟላት የሚያስፈልጉትን ሰነዶች ይጻፉ፡

[illegible]

A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (*and must then make a Reflex save or fall*), while failure by 5 or more means it falls (*see the Acrobatics skill for details*). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

[illegible]

[illegible][illegible]

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total HD of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (*provided you can communicate with it*). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request. A creature that fails its saving throw does not remember that you enspelled it.

Uses Per Day: _____[illegible]

This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.

基₂予₂土₂里₂土₂ 土₂予₂里₂土₂ 予₂里₂ 予₂里₂予₂里₂ 土₂予₂里₂土₂ 予₂里₂ 予₂里₂土₂予₂ 土₂予₂里₂土₂ 予₂里₂ 土₂里₂土₂里₂予₂里₂ 予₂里₂里₂

1. 2019. 12. 1. 2019. 12. 31. 까지
 2. 2020. 1. 1. 2020. 1. 31. 까지
 3. 2020. 2. 1. 2020. 2. 28. 까지
 4. 2020. 3. 1. 2020. 3. 31. 까지
 5. 2020. 4. 1. 2020. 4. 30. 까지
 6. 2020. 5. 1. 2020. 5. 31. 까지
 7. 2020. 6. 1. 2020. 6. 30. 까지
 8. 2020. 7. 1. 2020. 7. 31. 까지
 9. 2020. 8. 1. 2020. 8. 31. 까지
 10. 2020. 9. 1. 2020. 9. 30. 까지
 11. 2020. 10. 1. 2020. 10. 31. 까지
 12. 2020. 11. 1. 2020. 11. 30. 까지
 13. 2020. 12. 1. 2020. 12. 31. 까지
 14. 2021. 1. 1. 2021. 1. 31. 까지
 15. 2021. 2. 1. 2021. 2. 28. 까지
 16. 2021. 3. 1. 2021. 3. 31. 까지
 17. 2021. 4. 1. 2021. 4. 30. 까지
 18. 2021. 5. 1. 2021. 5. 31. 까지
 19. 2021. 6. 1. 2021. 6. 30. 까지
 20. 2021. 7. 1. 2021. 7. 31. 까지
 21. 2021. 8. 1. 2021. 8. 31. 까지
 22. 2021. 9. 1. 2021. 9. 30. 까지
 23. 2021. 10. 1. 2021. 10. 31. 까지
 24. 2021. 11. 1. 2021. 11. 30. 까지
 25. 2021. 12. 1. 2021. 12. 31. 까지
 26. 2022. 1. 1. 2022. 1. 31. 까지
 27. 2022. 2. 1. 2022. 2. 28. 까지
 28. 2022. 3. 1. 2022. 3. 31. 까지
 29. 2022. 4. 1. 2022. 4. 30. 까지
 30. 2022. 5. 1. 2022. 5. 31. 까지
 31. 2022. 6. 1. 2022. 6. 30. 까지
 32. 2022. 7. 1. 2022. 7. 31. 까지
 33. 2022. 8. 1. 2022. 8. 31. 까지
 34. 2022. 9. 1. 2022. 9. 30. 까지
 35. 2022. 10. 1. 2022. 10. 31. 까지
 36. 2022. 11. 1. 2022. 11. 30. 까지
 37. 2022. 12. 1. 2022. 12. 31. 까지
 38. 2023. 1. 1. 2023. 1. 31. 까지
 39. 2023. 2. 1. 2023. 2. 28. 까지
 40. 2023. 3. 1. 2023. 3. 31. 까지
 41. 2023. 4. 1. 2023. 4. 30. 까지
 42. 2023. 5. 1. 2023. 5. 31. 까지
 43. 2023. 6. 1. 2023. 6. 30. 까지
 44. 2023. 7. 1. 2023. 7. 31. 까지
 45. 2023. 8. 1. 2023. 8. 31. 까지
 46. 2023. 9. 1. 2023. 9. 30. 까지
 47. 2023. 10. 1. 2023. 10. 31. 까지
 48. 2023. 11. 1. 2023. 11. 30. 까지
 49. 2023. 12. 1. 2023. 12. 31. 까지
 50. 2024. 1. 1. 2024. 1. 31. 까지
 51. 2024. 2. 1. 2024. 2. 28. 까지
 52. 2024. 3. 1. 2024. 3. 31. 까지
 53. 2024. 4. 1. 2024. 4. 30. 까지
 54. 2024. 5. 1. 2024. 5. 31. 까지
 55. 2024. 6. 1. 2024. 6. 30. 까지
 56. 2024. 7. 1. 2024. 7. 31. 까지
 57. 2024. 8. 1. 2024. 8. 31. 까지
 58. 2024. 9. 1. 2024. 9. 30. 까지
 59. 2024. 10. 1. 2024. 10. 31. 까지
 60. 2024. 11. 1. 2024. 11. 30. 까지
 61. 2024. 12. 1. 2024. 12. 31. 까지
 62. 2025. 1. 1. 2025. 1. 31. 까지
 63. 2025. 2. 1. 2025. 2. 28. 까지
 64. 2025. 3. 1. 2025. 3. 31. 까지
 65. 2025. 4. 1. 2025. 4. 30. 까지
 66. 2025. 5. 1. 2025. 5. 31. 까지
 67. 2025. 6. 1. 2025. 6. 30. 까지
 68. 2025. 7. 1. 2025. 7. 31. 까지
 69. 2025. 8. 1. 2025. 8. 31. 까지
 70. 2025. 9. 1. 2025. 9. 30. 까지
 71. 2025. 10. 1. 2025. 10. 31. 까지
 72. 2025. 11. 1. 2025. 11. 30. 까지
 73. 2025. 12. 1. 2025. 12. 31. 까지
 74. 2026. 1. 1. 2026. 1. 31. 까지
 75. 2026. 2. 1. 2026. 2. 28. 까지
 76. 2026. 3. 1. 2026. 3. 31. 까지
 77. 2026. 4. 1. 2026. 4. 30. 까지
 78. 2026. 5. 1. 2026. 5. 31. 까지
 79. 2026. 6. 1. 2026. 6. 30. 까지
 80. 2026. 7. 1. 2026. 7. 31. 까지
 81. 2026. 8. 1. 2026. 8. 31. 까지
 82. 2026. 9. 1. 2026. 9. 30. 까지
 83. 2026. 10. 1. 2026. 10. 31. 까지
 84. 2026. 11. 1. 2026. 11. 30. 까지
 85. 2026. 12. 1. 2026. 12. 31. 까지
 86. 2027. 1. 1. 2027. 1. 31. 까지
 87. 2027. 2. 1. 2027. 2. 28. 까지
 88. 2027. 3. 1. 2027. 3. 31. 까지
 89. 2027. 4. 1. 2027. 4. 30. 까지
 90. 2027. 5. 1. 2027. 5. 31. 까지
 91. 2027. 6. 1. 2027. 6. 30. 까지
 92. 2027. 7. 1. 2027. 7. 31. 까지
 93. 2027. 8. 1. 2027. 8. 31. 까지
 94. 2027. 9. 1. 2027. 9. 30. 까지
 95. 2027. 10. 1. 2027. 10. 31. 까지
 96. 2027. 11. 1. 2027. 11. 30. 까지
 97. 2027. 12. 1. 2027. 12. 31. 까지
 98. 2028. 1. 1. 2028. 1. 31. 까지
 99. 2028. 2. 1. 2028. 2. 28. 까지
 100. 2028. 3. 1. 2028. 3. 31. 까지
 101. 2028. 4. 1. 2028. 4. 30. 까지
 102. 2028. 5. 1. 2028. 5. 31. 까지
 103. 2028. 6. 1. 2028. 6. 30. 까지
 104. 2028. 7. 1. 2028. 7. 31. 까지
 105. 2028. 8. 1. 2028. 8. 31. 까지
 106. 2028. 9. 1. 2028. 9. 30. 까지
 107. 2028. 10. 1. 2028. 10. 31. 까지
 108. 2028. 11. 1. 2028. 11. 30. 까지
 109. 2028. 12. 1. 2028. 12. 31. 까지
 110. 2029. 1. 1. 2029. 1. 31. 까지
 111. 2029. 2. 1. 2029. 2. 28. 까지
 112. 2029. 3. 1. 2029. 3. 31. 까지
 113. 2029. 4. 1. 2029. 4. 30. 까지
 114. 2029. 5. 1. 2029. 5. 31. 까지
 115. 2029. 6. 1. 2029. 6. 30. 까지
 116. 2029. 7. 1. 2029. 7. 31. 까지
 117. 2029. 8. 1. 2029. 8. 31. 까지
 118. 2029. 9. 1. 2029. 9. 30. 까지
 119. 2029. 10

You alter an item's aura so that it registers to detect spells (*and spells with similar capabilities*) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify. If the object bearing magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (*if it is an artifact, for instance*), magic aura doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Uses Per Day: _____

Uses: □□□□□□□□

MAGIC MOUTH

School illusion (*glamer*); **Level** bard 1; **Casting Time** 1 standard action; **Components** V, S, M (*a small bit of honeycomb and jade dust worth 10 gp*); **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature or object; **Duration** permanent until discharged; **Saving Throw** Will negates (*object*); **Spell Resistance** yes (*object*)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be 25 or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Magic mouth can also be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a magic mouth to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only

to visible or audible triggers and actions in line of sight or within hearing distance.

[illegible]**Uses Per Day:**_____

Uses: □□□□□□□□

This spell hides an object from location by divination (*scrying*) effects, such as the *scrying* spell or a crystal ball. Such an attempt automatically fails (*if the divination is targeted on the object*) or fails to perceive the object (*if the divination is targeted on a nearby location, object, or person*).

Uses: □□□□□□□□

You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Uses Per Day:_____[illegible]

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

[illegible]

[illegible][illegible]

SUMMON MONSTER I

School conjuration (*summoning*) [*see text*]; **Level** bard 1; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

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

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures listed belowmarked with an “*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell’s type match your alignment.

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

[illegible]

UNDETECTABLE ALIGNMENT

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

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

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

.....

[illegible]

You can make your voice (*or any sound that you can normally make vocally*) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (*but still hears it*).

[illegible]

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity.

Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

[illegible]

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200 201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300 301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350 351 352 353 354 355 356 357 358 359 360 361 362 363 364 365 366 367 368 369 370 371 372 373 374 375 376 377 378 379 380 381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 396 397 398 399 400 401 402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420 421 422 423 424 425 426 427 428 429 430 431 432 433 434 435 436 437 438 439 440 441 442 443 444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460 461 462 463 464 465 466 467 468 469 470 471 472 473 474 475 476 477 478 479 480 481 482 483 484 485 486 487 488 489 490 491 492 493 494 495 496 497 498 499 500 501 502 503 504 505 506 507 508 509 510 511 512 513 514 515 516 517 518 519 520 521 522 523 524 525 526 527 528 529 530 531 532 533 534 535 536 537 538 539 540 541 542 543 544 545 546 547 548 549 550 551 552 553 554 555 556 557 558 559 560 561 562 563 564 565 566 567 568 569 570 571 572 573 574 575 576 577 578 579 580 581 582 583 584 585 586 587 588 589 590 591 592 593 594 595 596 597 598 599 600 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624 625 626 627 628 629 630 631 632 633 634 635 636 637 638 639 640 641 642 643 644 645 646 647 648 649 650 651 652 653 654 655 656 657 658 659 660 661 662 663 664 665 666 667 668 669 670 671 672 673 674 675 676 677 678 679 680 681 682 683 684 685 686 687 688 689 690 691 692 693 694 695 696 697 698 699 700 701 702 703 704 705 706 707 708 709 710 711 712 713 714 715 716 717 718 719 720 721 722 723 724 725 726 727 728 729 730 731 732 733 734 735 736 737 738 739 740 741 742 743 744 745 746 747 748 749 750 751 752 753 754 755 756 757 758 759 760 761 762 763 764 765 766 767 768 769 770 771 772 773 774 775 776 777 778 779 780 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 853 854 855 856 857 858 859 860 861 862 863 864 865 866 867 868 869 870 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930 931 932 933 934 935 936 937 938 939 940 941 942 943 944 945 946 947 948 949 950 951 952 953 954 955 956 957 958 959 960 961 962 963 964 965 966 967 968 969 970 971 972 973 974 975 976 977 978 979 980 981 982 983 984 985 986 987 988 989 990 991 992 993 994 995 996 997 998 999 1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015 1016 1017 1018 1019 1020 1021 1022 1023 1024 1025 1026 1027 1028 1029 1030 1031 1032 1033 1034 1035 1036 1037 1038 1039 104

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (*if it's written in a language he doesn't know, for example*).

[illegible]

Your swaying motions and music (*or singing, or chanting*) compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected.

[illegible]

[illegible]

.....

[illegible]

[illegible][illegible][illegible]

This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (*although they can defend themselves*) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (*but does not dispel*) any morale bonuses granted by spells such as bless, good hope, and rage, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

[illegible]

School transmutation; **Level** bard 2; **Casting Time** 1 standard action; **Components** V, S, M (*pinch of cat fur*); **Range** touch; **Target** creature touched; **Duration** 1 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

[illegible]

CURE MODERATE WOUNDS

School conjuration (*healing*); **Level** bard 2; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will half (*harmless*); see text; **Spell Resistance** yes (*harmless*); see text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (*maximum +10*). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Uses Per Day:_____[illegible]

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

1. 2019年12月31日，公司应收账款账面余额为1,000,000.00元，坏账准备余额为100,000.00元，应收账款净额为900,000.00元。

[illegible]

This spell functions like daze, but it can affect any one living creature of any type. Creatures of 7 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

[illegible]

.....

[illegible]

DETECT THOUGHTS

School divination [*mind-affecting*]; **Level** bard 2; **Casting Time** 1 standard action; **Components** V, S, F/DF (*a copper piece*); **Range** 60 ft.; **Area** cone-shaped emanation; **Duration** concentration, up to 1 min./level (*D*); **Saving Throw** Will negates; see text; **Spell Resistance** no

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of thoughts (*from conscious creatures with Intelligence scores of 1 or higher*).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (*and at least 10 points higher than your own Intelligence score*), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (*Int 1 or 2*) have simple, instinctual thoughts.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

[illegible]

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

[illegible]

ENTHRALL

School enchantment (*charm*) [*language dependent, mind-affecting, sonic*]; **Level** bard 2; **Casting Time** 1 round; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Targets** any number of creatures; **Duration** 1 hour or less; **Saving Throw** Will negates; see text; **Spell Resistance** yes

If you have the attention of a group of creatures, you can use this spell to hold them enthralled. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw.

A target with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (*but the 1d3-round delay still applies*) if you lose concentration or do anything other than speak or sing.

If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the

spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

Uses Per Day: _____

Uses: □□□□□□□□

The target becomes smarter. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier. Wizards (*and other spellcasters who rely on Intelligence*) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill ranks.

[illegible]

[illegible]

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

[illegible]

基2千,土里,土 土里,土 0.5% 0.5% 0.5% 土里,土 0.5% 0.5% 0.5% 土里,土 0.5% 土里,土 0.5% 0.5% 0.5%

School enchantment (*compulsion*) [*mind-affecting*]; **Level** bard 2; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** 10 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Uses Per Day: _____ **Uses:** □□□□□□□□

የግንባር ስራዎች በአካባቢው የተከናወነው የጥበቃ ስራዎች

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

[illegible]

[illegible]

INVISIBILITY

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

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

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

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

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

monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

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

Uses Per Day: _____

Uses: □□□□□□□□

School divination; **Level** bard 2; **Casting Time** 1 standard action; **Components** V, S, F/DF (*a forked twig*); **Range** long (400 ft. + 40 ft./level); **Area** circle, centered on you, with a radius of 400 ft. + 40 ft./level; **Duration** 1 min./level; **Saving Throw** none; **Spell Resistance** no

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (*not through divination*).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. Polymorph any object and nondetection fool it.

[illegible]

This spell creates the visual illusion of an object, creature, or force, as visualized by you. This spell functions like silent image, except that minor image includes some minor sounds but not understandable speech.

Uses: □□□□□□□□

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When mirror image is cast, 1d4 images plus one image per three caster levels (*maximum eight images total*) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (*although the normal miss chances still apply*).

Uses: □□□□□□□□

School illusion (*glamer*); **Level** bard 2; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature or object, up to a 10-ft. cube in size; **Duration** 1 hour/level; **Saving Throw** none or Will negates; see text; **Spell Resistance** no

By means of this spell, you misdirect the information from divination spells that reveal auras (*detect evil, detect magic, discern lies, and the like*). On casting the spell, you choose another object within range. For the duration of the spell, the subject of misdirection is detected as if it were the other object. Neither the subject nor the other object gets a saving throw against this effect. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (*augury, detect thoughts, clairsentience/clairvoyance, and the like*).

Uses Per Day:_____[illegible]

Pyrotechnics turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on your choice. The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

Smoke Cloud: A stream of smoke billows out from the fire, forming a choking cloud that spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take -4 penalties to Strength and Dexterity (*Fortitude negates*). These effects last for $1d4+1$ rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

[illegible]

የግልጽ ጥያቄ ለማሟላት ለሚያስፈልግ የሚገኝ የጥራት ማረጋገጫ ሰነድ ለማግኘት ለሚችልበት ሁሉም ሰነዶች ላይ ማስፈጸም ይገባል፡፡

[illegible]

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200 201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300 301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350 351 352 353 354 355 356 357 358 359 360 361 362 363 364 365 366 367 368 369 370 371 372 373 374 375 376 377 378 379 380 381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 396 397 398 399 400 401 402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420 421 422 423 424 425 426 427 428 429 430 431 432 433 434 435 436 437 438 439 440 441 442 443 444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460 461 462 463 464 465 466 467 468 469 470 471 472 473 474 475 476 477 478 479 480 481 482 483 484 485 486 487 488 489 490 491 492 493 494 495 496 497 498 499 500 501 502 503 504 505 506 507 508 509 510 511 512 513 514 515 516 517 518 519 520 521 522 523 524 525 526 527 528 529 530 531 532 533 534 535 536 537 538 539 540 541 542 543 544 545 546 547 548 549 550 551 552 553 554 555 556 557 558 559 560 561 562 563 564 565 566 567 568 569 570 571 572 573 574 575 576 577 578 579 580 581 582 583 584 585 586 587 588 589 590 591 592 593 594 595 596 597 598 599 600 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624 625 626 627 628 629 630 631 632 633 634 635 636 637 638 639 640 641 642 643 644 645 646 647 648 649 650 651 652 653 654 655 656 657 658 659 660 661 662 663 664 665 666 667 668 669 670 671 672 673 674 675 676 677 678 679 680 681 682 683 684 685 686 687 688 689 690 691 692 693 694 695 696 697 698 699 700 701 702 703 704 705 706 707 708 709 710 711 712 713 714 715 716 717 718 719 720 721 722 723 724 725 726 727 728 729 730 731 732 733 734 735 736 737 738 739 740 741 742 743 744 745 746 747 748 749 750 751 752 753 754 755 756 757 758 759 760 761 762 763 764 765 766 767 768 769 770 771 772 773 774 775 776 777 778 779 780 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 853 854 855 856 857 858 859 860 861 862 863 864 865 866 867 868 869 870 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930 931 932 933 934 935 936 937 938 939 940 941 942 943 944 945 946 947 948 949 950 951 952 953 954 955 956 957 958 959 960 961 962 963 964 965 966 967 968 969 970 971 972 973 974 975 976 977 978 979 980 981 982 983 984 985 986 987 988 989 990 991 992 993 994 995 996 997 998 999 1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015 1016 1017 1018 1019 1020 1021 1022 1023 1024 1025 1026 1027 1028 1029 1030 1031 1032 1033 1034 1035 1036 1037 1038 1039 104

基多卡里, 占 山得里, 占路 勿那 勿那其, 占路 占路, 占路 勿那 勿那, 占路 占路, 占路 占路, 占路 占路, 占路 占路, 占路 占路, 占路 占路

SHATTER

School evocation [*sonic*]; **Level** bard 2; **Casting Time** 1 standard action; **Components** V, S, M/DF (*a chip of mica*); **Range** close (25 ft. + 5 ft./2 levels); **Area or Target** 5-ft.-radius spread; or one solid object or one crystalline creature; **Duration** instantaneous; **Saving Throw** Will negates (*object*); Will negates (*object*) or Fortitude half; see text; **Spell Resistance** yes

Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target shatter against a single solid nonmagical object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), shatter deals 1d6 points of sonic damage per caster level (*maximum 10d6*), with a Fortitude save for half damage.

Uses Per Day:_____

Uses: □□□□□□□□

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

Uses: □□□□□□□□

.....

Page 10 of 10 □□□□□□□□□□

You influence the actions of the target creature by suggesting a course of activity (*limited to a sentence or two*). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

A very reasonable suggestion causes the save to be made with a penalty (*such as -1 or -2*).

[illegible]

SUMMON MONSTER II

School conjuration (*summoning*) [*see text*]; **Level** bard 2; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (*typically an outsider, elemental, or magical beast native to another plane*). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures listed belowmarked with an “*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell’s type match your alignment.

SUMMON MONSTER II (CONT'D)

School conjuration (*summoning*) [see text]; **Level** bard 2; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

1st Level: Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (horse)*; Riding dog*; Viper (*snake*)*

2nd Level: Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*

Uses Per Day:_____

Uses: □ □ □ □ □ □ □ □ □

You summon a swarm of bats, rats, or spiders (*your choice*), which attacks all other creatures within its area. (*You may summon the swarm so that it shares the area of other creatures.*) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

[illegible]

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

[illegible]

You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than 25 words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. You can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with magic mouth, whispering wind cannot speak verbal components, use command words, or activate magical effects.

Uses Per Day:_____

Uses:

BLINK

School transmutation; **Level** bard 3; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Target** you; **Duration** 1 round/level (D)

You “blink” quickly back and forth between the Material Plane and the Ethereal Plane and look as though you’re winking in and out of reality at random. Blink has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn’t help opponents, since you’re ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (*for concealment*).

If the attacker can see invisible creatures, the miss chance is also only 20%. (*For an attacker who can both see and strike ethereal creatures, there is no miss chance.*) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you’re blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane (*but they might affect targets on the Ethereal Plane*).

While blinking, you take only half damage from area attacks (*but full damage from those that extend onto the Ethereal Plane*). Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures. You take

only half damage from falling, since you fall only while you are material.

While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet.

Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

Uses: □□□□□□□□

School enchantment (*charm*) [*mind-affecting*]; **Level** bard 3; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one living creature; **Duration** 1 day/level; **Saving Throw** Will negates; **Spell Resistance** yes

This charm makes a creature, not restricted by creature type or size, regard you as its trusted friend and ally (*treat the target's attitude as friendly*). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw. The spell does not enable you to control the charmed creature as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (*Retries are not allowed.*) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed creature breaks the spell. You must speak the creature's language to communicate your commands, or else be good at pantomiming.

[illegible]

1. 2019年12月31日，公司总资产为1,000,000,000.00元，净资产为500,000,000.00元，营业收入为1,200,000,000.00元，净利润为100,000,000.00元。

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (*your choice*) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you, or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

[illegible]

CONFUSION

School enchantment (*compulsion*) [*mind-affecting*]; **Level** bard 3; **Casting Time** 1 standard action; **Components** V, S, M/DF (*three nutshells*); **Range** medium (100 ft. + 10 ft./level); **Targets** all creatures in a 15-ft.-radius burst; **Duration** 1 round/level; **Saving Throw** Will negates; **Spell Resistance** yes

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

| d% | Behavior |
|--------|--|
| 01–25 | Act normally |
| 26–50 | Do nothing but babble incoherently |
| 51–75 | Deal 1d8 points of damage + Str modifier to self with item in hand |
| 76–100 | Attack nearest creature (<i>for this purpose, a familiar counts as part of the subject's self</i>) |

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (*either because of its most recent action or because it has just been attacked*).

Uses Per Day: _____

Uses: □□□□□□□□

九龍竹脚石 北灣仔 廣安 廣和 廣利 廣源 廣泰 廣昌 廣盛 廣隆 廣興 廣發 廣成 廣順 廣德 廣和 廣利 廣源 廣泰 廣昌 廣盛 廣隆 廣興 廣發 廣成 廣順 廣德

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

[illegible]**Uses Per Day:**_____

Uses: □□□□□□□□

When laying your hand upon a living creature, you channel positive energy that cures 3d8 points of damage + 1 point per caster level (*maximum +15*). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Uses: □□□□□□□□

School evocation [*light*]; **Level** bard 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** object touched; **Duration** 10 min./level (D); **Saving Throw** none; **Spell Resistance** no

You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (*darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light*). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light.

If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness (*or vice versa*) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

[illegible]

A deep slumber spell causes a magical slumber to come upon 10 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (*an application of the aid another action*). Deep slumber does not target unconscious creatures, constructs, or undead creatures.

[illegible]

DISPEL MAGIC

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

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

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

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

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (*caster level 12th*) and fly (*caster level 6th*). The caster level check results in a 19. This check is not high enough to end the stoneskin (*which would have required a 23 or higher*), but it is high enough to end the fly (*which only required a 17*). Had the dispel check resulted in a 23 or higher, the stoneskin

DISPEL MAGIC (CONT'D)

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

would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected.

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

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

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

You automatically succeed on your dispel check against any spell that you cast yourself.

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

[illegible]

School illusion (*glamer*); **Level** bard 3; **Casting Time** 1 standard action; **Components** V, M (*a small loop of leather*); **Range** touch; **Target** creature touched; **Duration** 1 round/level (*D*); **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, displacement does not prevent enemies from targeting the creature normally. True seeing reveals its true location and negates the miss chance.

Uses Per Day:_____

Uses: □□□□□□□□

[illegible]

የግል ስራዎችን በብቃት ይከናውናል፡፡

[illegible]

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (*including natural armor*) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all Fly skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Uses: □□□□□□□□

[illegible]

Your speech becomes fluent and more believable, causing those who hear you to believe every word you say. You gain a +20 bonus on Bluff checks made to convince another of the truth of your words. This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.

If a magical effect is used against you that would detect your lies or force you to speak the truth, the user of the effect must succeed on a caster level check ($1d20 + \text{caster level}$) against a DC of 15 + your caster level to succeed. Failure means the effect does not detect your lies or force you to speak only the truth.

Uses Per Day: _____[illegible]

This spell instills powerful hope in the subjects. Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

[illegible][illegible]

School transmutation; **Level** bard 3; **Casting Time** 1 standard action; **Components** V, S, M (*a shaving of licorice root*); **Range** close (25 ft. + 5 ft./2 levels); **Targets** one creature/level, no two of which can be more than 30 ft. apart; **Duration** 1 round/level; **Saving Throw** Fortitude negates (*harmless*); **Spell Resistance** yes (*harmless*)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. *(This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)*

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (*if any*) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow.

Uses Per Day:

Uses: □ □ □ □ □ □ □ □ □

You write instructions or other information on parchment, paper, or any suitable writing material. The illusory script appears to be some form of foreign or magical writing. Only the person (*or people*) designated by you at the time of the casting can read the writing; it's unintelligible to any other character.

[illegible]

This spell functions like invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient at the time the spell is cast. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (*other than the recipient*) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends.

Uses: □□□□□□□□

This spell functions like silent image, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

[illegible][illegible]

PHANTOM STEED

School conjuration (*creation*); **Level** bard 3; **Casting Time** 10 minutes; **Components** V, S; **Range** 0 ft.; **Effect** one quasi-real, horselike creature; **Duration** 1 hour/level (*D*); **Saving Throw** none; **Spell Resistance** no

You conjure a Large, quasi-real, horselike creature (*the exact coloration can be customized as you wish*). It can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it. The mount is AC 18 (*-1 size, +4 natural armor, +5 Dex*) and 7 hit points + 1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per two caster levels, to a maximum of 100 feet at 10th level. It can bear its rider's weight plus up to 10 pounds per caster level. These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed; **10th Level:** The mount can use water walk at will (*as the spell, no action required to activate this ability*); **12th Level:** The mount can use air walk at will (*as the spell, no action required to activate this ability*) for up to 1 round at a time, after which it falls to the ground; **14th Level:** The mount can fly at its speed with a bonus on Fly skill checks equal to your caster level.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

School abjuration; **Level** bard 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature or object touched; **Duration** instantaneous; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check ($1d20 + \text{caster level}$) against the DC of each curse affecting the target. Success means that the curse is removed. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it.

Remove curse counters and dispels bestow curse.

[illegible]

SCRYING

School divination (*scrying*); **Level** bard 3; **Casting Time** 1 hour; **Components** V, S, M/DF (*a pool of water*), F (*a silver mirror worth 1,000 gp*); **Range** see text; **Effect** magical sensor; **Duration** 1 min./level; **Saving Throw** Will negates; **Spell Resistance** yes

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (*if any*) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

| Knowledge | Will Save Modifier |
|--|--------------------|
| None* | +10 |
| Secondhand (you have heard of the subject) | +5 |
| Firsthand (you have met the subject) | +0 |
| Familiar (you know the subject well) | -5 |
| Connection | Will Save Modifier |
| Likeness or picture | -2 |
| Possession or garment | -4 |
| Body part, lock of hair, bit of nail, etc. | -10 |

*You must have some sort of connection (*see below*) to a creature of which you have no knowledge.

If the save fails, you can see and hear the subject and its surroundings (*approximately 10 feet in all directions of the subject*). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (*scrying*) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message.

School divination (*scrying*); **Level** bard 3; **Casting Time** 1 hour; **Components** V, S, M/DF (*a pool of water*), F (*a silver mirror worth 1,000 gp*); **Range** see text; **Effect** magical sensor; **Duration** 1 min./level; **Saving Throw** Will negates; **Spell Resistance** yes

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Uses Per Day: _____[illegible]

1. 2019. 12. 1. 2019. 12. 31. 까지
 2. 2020. 1. 1. 2020. 1. 31. 까지
 3. 2020. 2. 1. 2020. 2. 28. 까지
 4. 2020. 3. 1. 2020. 3. 31. 까지
 5. 2020. 4. 1. 2020. 4. 30. 까지
 6. 2020. 5. 1. 2020. 5. 31. 까지
 7. 2020. 6. 1. 2020. 6. 30. 까지
 8. 2020. 7. 1. 2020. 7. 31. 까지
 9. 2020. 8. 1. 2020. 8. 31. 까지
 10. 2020. 9. 1. 2020. 9. 30. 까지
 11. 2020. 10. 1. 2020. 10. 31. 까지
 12. 2020. 11. 1. 2020. 11. 30. 까지
 13. 2020. 12. 1. 2020. 12. 31. 까지
 14. 2021. 1. 1. 2021. 1. 31. 까지
 15. 2021. 2. 1. 2021. 2. 28. 까지
 16. 2021. 3. 1. 2021. 3. 31. 까지
 17. 2021. 4. 1. 2021. 4. 30. 까지
 18. 2021. 5. 1. 2021. 5. 31. 까지
 19. 2021. 6. 1. 2021. 6. 30. 까지
 20. 2021. 7. 1. 2021. 7. 31. 까지
 21. 2021. 8. 1. 2021. 8. 31. 까지
 22. 2021. 9. 1. 2021. 9. 30. 까지
 23. 2021. 10. 1. 2021. 10. 31. 까지
 24. 2021. 11. 1. 2021. 11. 30. 까지
 25. 2021. 12. 1. 2021. 12. 31. 까지
 26. 2022. 1. 1. 2022. 1. 31. 까지
 27. 2022. 2. 1. 2022. 2. 28. 까지
 28. 2022. 3. 1. 2022. 3. 31. 까지
 29. 2022. 4. 1. 2022. 4. 30. 까지
 30. 2022. 5. 1. 2022. 5. 31. 까지
 31. 2022. 6. 1. 2022. 6. 30. 까지
 32. 2022. 7. 1. 2022. 7. 31. 까지
 33. 2022. 8. 1. 2022. 8. 31. 까지
 34. 2022. 9. 1. 2022. 9. 30. 까지
 35. 2022. 10. 1. 2022. 10. 31. 까지
 36. 2022. 11. 1. 2022. 11. 30. 까지
 37. 2022. 12. 1. 2022. 12. 31. 까지
 38. 2023. 1. 1. 2023. 1. 31. 까지
 39. 2023. 2. 1. 2023. 2. 28. 까지
 40. 2023. 3. 1. 2023. 3. 31. 까지
 41. 2023. 4. 1. 2023. 4. 30. 까지
 42. 2023. 5. 1. 2023. 5. 31. 까지
 43. 2023. 6. 1. 2023. 6. 30. 까지
 44. 2023. 7. 1. 2023. 7. 31. 까지
 45. 2023. 8. 1. 2023. 8. 31. 까지
 46. 2023. 9. 1. 2023. 9. 30. 까지
 47. 2023. 10. 1. 2023. 10. 31. 까지
 48. 2023. 11. 1. 2023. 11. 30. 까지
 49. 2023. 12. 1. 2023. 12. 31. 까지
 50. 2024. 1. 1. 2024. 1. 31. 까지
 51. 2024. 2. 1. 2024. 2. 28. 까지
 52. 2024. 3. 1. 2024. 3. 31. 까지
 53. 2024. 4. 1. 2024. 4. 30. 까지
 54. 2024. 5. 1. 2024. 5. 31. 까지
 55. 2024. 6. 1. 2024. 6. 30. 까지
 56. 2024. 7. 1. 2024. 7. 31. 까지
 57. 2024. 8. 1. 2024. 8. 31. 까지
 58. 2024. 9. 1. 2024. 9. 30. 까지
 59. 2024. 10. 1. 2024. 10. 31. 까지
 60. 2024. 11. 1. 2024. 11. 30. 까지
 61. 2024. 12. 1. 2024. 12. 31. 까지
 62. 2025. 1. 1. 2025. 1. 31. 까지
 63. 2025. 2. 1. 2025. 2. 28. 까지
 64. 2025. 3. 1. 2025. 3. 31. 까지
 65. 2025. 4. 1. 2025. 4. 30. 까지
 66. 2025. 5. 1. 2025. 5. 31. 까지
 67. 2025. 6. 1. 2025. 6. 30. 까지
 68. 2025. 7. 1. 2025. 7. 31. 까지
 69. 2025. 8. 1. 2025. 8. 31. 까지
 70. 2025. 9. 1. 2025. 9. 30. 까지
 71. 2025. 10. 1. 2025. 10. 31. 까지
 72. 2025. 11. 1. 2025. 11. 30. 까지
 73. 2025. 12. 1. 2025. 12. 31. 까지
 74. 2026. 1. 1. 2026. 1. 31. 까지
 75. 2026. 2. 1. 2026. 2. 28. 까지
 76. 2026. 3. 1. 2026. 3. 31. 까지
 77. 2026. 4. 1. 2026. 4. 30. 까지
 78. 2026. 5. 1. 2026. 5. 31. 까지
 79. 2026. 6. 1. 2026. 6. 30. 까지
 80. 2026. 7. 1. 2026. 7. 31. 까지
 81. 2026. 8. 1. 2026. 8. 31. 까지
 82. 2026. 9. 1. 2026. 9. 30. 까지
 83. 2026. 10. 1. 2026. 10. 31. 까지
 84. 2026. 11. 1. 2026. 11. 30. 까지
 85. 2026. 12. 1. 2026. 12. 31. 까지
 86. 2027. 1. 1. 2027. 1. 31. 까지
 87. 2027. 2. 1. 2027. 2. 28. 까지
 88. 2027. 3. 1. 2027. 3. 31. 까지
 89. 2027. 4. 1. 2027. 4. 30. 까지
 90. 2027. 5. 1. 2027. 5. 31. 까지
 91. 2027. 6. 1. 2027. 6. 30. 까지
 92. 2027. 7. 1. 2027. 7. 31. 까지
 93. 2027. 8. 1. 2027. 8. 31. 까지
 94. 2027. 9. 1. 2027. 9. 30. 까지
 95. 2027. 10. 1. 2027. 10. 31. 까지
 96. 2027. 11. 1. 2027. 11. 30. 까지
 97. 2027. 12. 1. 2027. 12. 31. 까지
 98. 2028. 1. 1. 2028. 1. 31. 까지
 99. 2028. 2. 1. 2028. 2. 28. 까지
 100. 2028. 3. 1. 2028. 3. 31. 까지
 101. 2028. 4. 1. 2028. 4. 30. 까지
 102. 2028. 5. 1. 2028. 5. 31. 까지
 103. 2028. 6. 1. 2028. 6. 30. 까지
 104. 2028. 7. 1. 2028. 7. 31. 까지
 105. 2028. 8. 1. 2028. 8. 31. 까지
 106. 2028. 9. 1. 2028. 9. 30. 까지
 107. 2028. 10. 1. 2028. 10. 31. 까지
 108. 2028. 11. 1. 2028. 11. 30. 까지
 109. 2028. 12. 1. 2028. 12. 31. 까지
 110. 2029. 1. 1. 2029. 1. 31. 까지
 111. 2029. 2. 1. 2029. 2. 28. 까지
 112. 2029. 3. 1. 2029. 3. 31. 까지
 113. 2029. 4. 1. 2029. 4. 30. 까지
 114. 2029. 5. 1. 2029. 5. 31. 까지
 115. 2029. 6. 1. 2029. 6. 30. 까지
 116. 2029. 7. 1. 2029. 7. 31. 까지
 117. 2029. 8. 1. 2029. 8. 31. 까지
 118. 2029. 9. 1. 2029. 9. 30. 까지
 119. 2029. 10

You can change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, you cannot change it. You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself.

A spellcaster whose voice is changed dramatically is unable to cast spells with verbal components.

Uses Per Day:

Secret page alters the contents of a page so that it appears to be something entirely different. The text of a spell can be changed to show another spell of equal or lower level known by the caster. This spell cannot be used to change a spell contained on a scroll, but it can be used to hide a scroll. Explosive runes or sepia snake sigil can be cast upon the secret page.

A comprehend languages spell alone cannot reveal a secret page's contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page and return it to its secret page form at will. You can also remove the spell by double repetition of the special word. A detect magic spell reveals dim magic on the page in question but does not reveal its true contents. True seeing reveals the presence of the hidden material but does not reveal the contents unless cast in combination with comprehend languages. A secret page spell can be dispelled, and the hidden writings can be destroyed by means of an erase spell.

[illegible]

School divination; **Level** bard 3; **Casting Time** 1 standard action; **Components** V, S, M (*talc and powdered silver*); **Range** personal; **Target** you; **Duration** 10 min./level (D)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a permanency spell.

[illegible]

SEPIA SNAKE SIGIL

School conjuration (*creation*) [*force*]; **Level** bard 3; **Casting Time** 10 minutes; **Components** V, S, M (*powdered amber worth 500 gp and a snake scale*); **Range** touch; **Target** one touched book or written work; **Duration** permanent or until discharged; until released or 1d4 days + 1 day/level; see text; **Saving Throw** Reflex negates; **Spell Resistance** no

You cause a small symbol to appear in the text of a written work. The text containing the symbol must be at least 25 words long. When anyone reads the text containing the symbol, the sepia snake sigil springs into being, transforming into a large sepia serpent that strikes at the reader, provided there is line of effect between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + 1 day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and detect magic reveals only that the entire text is magical.

A dispel magic can remove the sigil. An erase spell destroys the entire page of text.

[illegible]

Uses Per Day: Uses:

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (*nor may it take full-round actions*). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (*round down to the next 5-foot increment*), which affects the creature's jumping distance as normal for decreased speed.

[illegible]

School divination; **Level** bard 3; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Target** you; **Duration** 1 min./level

You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

[illegible]

SUMMON MONSTER III

School conjuration (*summoning*) [*see text*]; **Level** bard 3; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (*typically an outsider, elemental, or magical beast native to another plane*). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*). When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures listed below marked with an “*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell’s type match your alignment.

SUMMON MONSTER III (CONT'D)

School conjuration (*summoning*) [see text]; **Level** bard 3; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

1st Level: Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (horse)*; Riding dog*; Viper (*snake*)*

2nd Level: Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*

3rd Level: Ant, soldier*; Ape*; Aurochs (*herd animal*)*; Boar*; Cheetah*; Constrictor snake*; Crocodile*; Dire bat*; Dretch (*demon*) Chaotic, Evil; Electric eel*; Giant lizard*; Lantern archon Good, Lawful; Leopard (*cat*)*; Shark*; Wolverine*

Uses Per Day:

Uses: □□□□□□□□

TINY HUT

School evocation [*force*]; **Level** bard 3; **Casting Time** 1 standard action; **Components** V, S, M (*a small crystal bead*); **Range** 20 ft.; **Effect** 20-ft.-radius sphere centered on your location; **Duration** 2 hours/level (*D*); **Saving Throw** none; **Spell Resistance** no

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (*75+ mph wind speed*) or greater force destroys it.

The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (*they have total concealment*).

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

[illegible][illegible]

School conjuration (*healing*); **Level** bard 4; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will half (*harmless*); see text; **Spell Resistance** yes (*harmless*); see text

When laying your hand upon a living creature, you channel positive energy that cures 4d8 points of damage + 1 point per caster level (*maximum* +20). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Uses Per Day:_____

Uses: □□□□□□□□

School divination; **Level** bard 4; **Casting Time** 1 standard action; **Components** V, S, M (*a piece of mirror and a miniature brass hearing trumpet*); **Range** 40 ft.; **Area** 40-ft.-radius emanation centered on you; **Duration** 24 hours; **Saving Throw** none; **Spell Resistance** no

You immediately become aware of any attempt to observe you by means of a divination (*scrying*) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks ($1d20 + \text{caster level}$). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his direction and distance from you.

Uses Per Day:_____

Uses: □ □ □ □ □ □ □ □

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (*carrying gear or objects up to its maximum load*) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Uses: □□□□□□□□

DOMINATE PERSON

School enchantment (*compulsion*) [*mind-affecting*]; **Level** bard 4; **Casting Time** 1 round; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one humanoid; **Duration** 1 day/level; **Saving Throw** Will negates; **Spell Resistance** yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (*rather than DC 25*) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the spell (*a standard action*), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

DOMINATE PERSON (CONT'D)

School enchantment (*compulsion*) [*mind-affecting*]; **Level** bard 4; **Casting Time** 1 round; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one humanoid; **Duration** 1 day/level; **Saving Throw** Will negates; **Spell Resistance** yes

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

[illegible]

FREEDOM OF MOVEMENT

School abjuration; **Level** bard 4; **Casting Time** 1 standard action; **Components** V, S, M (*a leather strip bound to the target*), DF; **Range** personal or touch; **Target** you or creature touched; **Duration** 10 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

Uses Per Day:

Uses: □□□□□□□□

HALLUCINATORY TERRAIN

School illusion (*glamer*); **Level** bard 4; **Casting Time** 10 minutes; **Components** V, S, M (a stone, a twig, and a green leaf); **Range** long (400 ft. + 40 ft./level); **Area** one 30-ft. cube/level (S); **Duration** 2 hours/level (D); **Saving Throw** Will disbelief (if interacted with); **Spell Resistance** no

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

[illegible]

.....

1. _____ _____

School illusion (*glamer*); **Level** bard 4; **Casting Time** 1 standard action; **Components** V, S; **Range** personal or touch; **Target** you or creature touched; **Duration** 1 min./level (*D*); **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*) or yes (*harmless, object*)

This spell functions like invisibility, except that it doesn't end if the subject attacks.

[illegible][illegible]

[illegible]

School divination; **Level** bard 4; **Casting Time** see text; **Components** V, S, M (*incense worth 250 gp*), F (*four pieces of ivory worth 50 gp each*); **Range** personal; **Target** you; **Duration** see text

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 × 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (*though it often provides enough information to help you find the person, place, or thing, thus allowing a better legend lore result next time*). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (*though it often directs you to more detailed information, thus allowing a better legend lore result next time*).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (*if any*) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are “legendary,” as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

[illegible]

.....

1000

Table 1

MODIFY MEMORY

School enchantment (*compulsion*) [*mind-affecting*]; Level bard 4; **Casting Time** 1 round; see text; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one living creature; **Duration** permanent; **Saving Throw** Will negates; **Spell Resistance** yes

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways. Eliminate all memory of an event the subject actually experienced. This spell cannot negate charm, geas/quest, suggestion, or similar spells.

Allow the subject to recall with perfect clarity an event it actually experienced. Change the details of an event the subject actually experienced. Implant a memory of an event the subject never experienced.

Casting the spell takes 1 round. If the subject fails to save, you proceed with the spell by spending as much as 5 minutes (*a period of time equal to the amount of memory you want to modify*) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream, too much wine, or another similar excuse.

[illegible]

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (*1d20 + caster level*) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a Will save to negate the effect.

[illegible]

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. Rainbow pattern fascinates a maximum of 24 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its saves is fascinated by the pattern.

With a simple gesture (*a free action*), you can make the rainbow pattern move up to 30 feet per round (*moving its effective point of origin*). All fascinated creatures follow the moving rainbow of light, trying to remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area, each fascinated creature gets a second save. If the view of the lights is completely blocked, creatures who can't see them are no longer affected. The spell does not affect sightless creatures.

[illegible]

የግልጽ ጥያቄ ለማሟላት ለሚያስፈልግ የሚገኝ የጥራት ማረጋገጫ ሰነድ ለማግኘት ለሚችልበት ሁሉም ሰነዶች ላይ ማስቀመጥ ይገባል፡፡

1. 2019. 10. 1. 10:00 ~ 10:30 (10월 1일 화요일)
 2. 2019. 10. 1. 10:30 ~ 11:00 (10월 1일 화요일)
 3. 2019. 10. 1. 11:00 ~ 11:30 (10월 1일 화요일)
 4. 2019. 10. 1. 11:30 ~ 12:00 (10월 1일 화요일)
 5. 2019. 10. 1. 12:00 ~ 12:30 (10월 1일 화요일)
 6. 2019. 10. 1. 12:30 ~ 13:00 (10월 1일 화요일)
 7. 2019. 10. 1. 13:00 ~ 13:30 (10월 1일 화요일)
 8. 2019. 10. 1. 13:30 ~ 14:00 (10월 1일 화요일)
 9. 2019. 10. 1. 14:00 ~ 14:30 (10월 1일 화요일)
 10. 2019. 10. 1. 14:30 ~ 15:00 (10월 1일 화요일)
 11. 2019. 10. 1. 15:00 ~ 15:30 (10월 1일 화요일)
 12. 2019. 10. 1. 15:30 ~ 16:00 (10월 1일 화요일)
 13. 2019. 10. 1. 16:00 ~ 16:30 (10월 1일 화요일)
 14. 2019. 10. 1. 16:30 ~ 17:00 (10월 1일 화요일)
 15. 2019. 10. 1. 17:00 ~ 17:30 (10월 1일 화요일)
 16. 2019. 10. 1. 17:30 ~ 18:00 (10월 1일 화요일)
 17. 2019. 10. 1. 18:00 ~ 18:30 (10월 1일 화요일)
 18. 2019. 10. 1. 18:30 ~ 19:00 (10월 1일 화요일)
 19. 2019. 10. 1. 19:00 ~ 19:30 (10월 1일 화요일)
 20. 2019. 10. 1. 19:30 ~ 20:00 (10월 1일 화요일)
 21. 2019. 10. 1. 20:00 ~ 20:30 (10월 1일 화요일)
 22. 2019. 10. 1. 20:30 ~ 21:00 (10월 1일 화요일)
 23. 2019. 10. 1. 21:00 ~ 21:30 (10월 1일 화요일)
 24. 2019. 10. 1. 21:30 ~ 22:00 (10월 1일 화요일)
 25. 2019. 10. 1. 22:00 ~ 22:30 (10월 1일 화요일)
 26. 2019. 10. 1. 22:30 ~ 23:00 (10월 1일 화요일)
 27. 2019. 10. 1. 23:00 ~ 23:30 (10월 1일 화요일)
 28. 2019. 10. 1. 23:30 ~ 00:00 (10월 1일 화요일)
 29. 2019. 10. 1. 00:00 ~ 00:30 (10월 1일 화요일)
 30. 2019. 10. 1. 00:30 ~ 01:00 (10월 1일 화요일)
 31. 2019. 10. 1. 01:00 ~ 01:30 (10월 1일 화요일)
 32. 2019. 10. 1. 01:30 ~ 02:00 (10월 1일 화요일)
 33. 2019. 10. 1. 02:00 ~ 02:30 (10월 1일 화요일)
 34. 2019. 10. 1. 02:30 ~ 03:00 (10월 1일 화요일)
 35. 2019. 10. 1. 03:00 ~ 03:30 (10월 1일 화요일)
 36. 2019. 10. 1. 03:30 ~ 04:00 (10월 1일 화요일)
 37. 2019. 10. 1. 04:00 ~ 04:30 (10월 1일 화요일)
 38. 2019. 10. 1. 04:30 ~ 05:00 (10월 1일 화요일)
 39. 2019. 10. 1. 05:00 ~ 05:30 (10월 1일 화요일)
 40. 2019. 10. 1. 05:30 ~ 06:00 (10월 1일 화요일)
 41. 2019. 10. 1. 06:00 ~ 06:30 (10월 1일 화요일)
 42. 2019. 10. 1. 06:30 ~ 07:00 (10월 1일 화요일)
 43. 2019. 10. 1. 07:00 ~ 07:30 (10월 1일 화요일)
 44. 2019. 10. 1. 07:30 ~ 08:00 (10월 1일 화요일)
 45. 2019. 10. 1. 08:00 ~ 08:30 (10월 1일 화요일)
 46. 2019. 10. 1. 08:30 ~ 09:00 (10월 1일 화요일)
 47. 2019. 10. 1. 09:00 ~ 09:30 (10월 1일 화요일)
 48. 2019. 10. 1. 09:30 ~ 10:00 (10월 1일 화요일)
 49. 2019. 10. 1. 10:00 ~ 10:30 (10월 1일 화요일)
 50. 2019. 10. 1. 10:30 ~ 11:00 (10월 1일 화요일)

[illegible]

SECURE SHELTER

School conjuration (*creation*); **Level** bard 4; **Casting Time** 10 minutes; **Components** V, S, M (*a chip of stone, sand, a drop of water, and a wood splinter*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** 20-ft.-square structure; **Duration** 2 hours/level (*D*); **Saving Throw** none; **Spell Resistance** no

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. The lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (*but not the sort cast by siege engines or giants*).

The door, shutters, and even chimney are secure against intrusion, the former two being secured with arcane lock and the latter by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an alarm spell. Finally, an unseen servant is conjured to provide service to you for the duration of the shelter. The secure shelter contains crude furnishings—eight bunks, a trestle table, eight stools, and a writing desk.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

SHADOW CONJURATION

School illusion (*shadow*); **Level** bard 4; **Casting Time** 1 standard action; **Components** V, S; **Range** see text; **Effect** see text; **Duration** see text; **Saving Throw** Will disbelief (*if interacted with*); varies; see text; **Spell Resistance** yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow conjuration can mimic any sorcerer or wizard conjuration (*summoning*) or conjuration (*creation*) spell of 3rd level or lower.

Shadow conjurations are only one-fifth (20%) as strong as the real things, though creatures who believe the shadow conjurations to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to shadow conjuration's level (4th) rather than the spell's normal level. In addition, any effect created by shadow conjuration allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (*regardless of whether it's recognized as shadowy*). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal,

and all special abilities that do not deal lethal damage are only 20% likely to work. (*Roll for each use and each affected character separately.*) Furthermore, the shadow creature's AC bonuses are just one-fifth as large.

[illegible]

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

基2予土里,土 土里,土里 勿里 勿里,土里 土里,土里 勿里 勿里,土里 土里,土里 勿里 土里,土里 勿里,土里

School divination; **Level** bard 4; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Target** you; **Duration** 1 min./level

You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them. A normal plant's sense of its surroundings is limited, so it won't be able to give (*or recognize*) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly, it may do some favor or service for you.

Uses Per Day:_____[illegible]

SUMMON MONSTER IV

School conjuration (*summoning*) [*see text*]; **Level** bard 4; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (*typically an outsider, elemental, or magical beast native to another plane*). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

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

SUMMON MONSTER IV (CONT'D)

School conjuration (*summoning*) [*see text*]; **Level** bard 4; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

Summoning these creatures makes the summoning spell's type match your alignment.

1st Level: Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (horse)*; Riding dog*; Viper (*snake*)*

2nd Level: Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*

3rd Level: Ant, soldier*; Ape*; Aurochs (*herd animal*)*; Boar*; Cheetah*; Constrictor snake*; Crocodile*; Dire bat*; Dretch (*demon*) Chaotic, Evil; Electric eel*; Giant lizard*; Lantern archon Good, Lawful; Leopard (*cat*)*; Shark*; Wolverine*

4th Level: Bison (*herd animal*)*; Deinonychus (*dinosaur*)*; Dire ape*; Dire boar*; Dire wolf*; Elemental (*Medium*) Elemental; Giant scorpion*; Giant wasp*; Grizzly bear*; Hell hound Evil, Lawful; Hound archon Good, Lawful; Lion*; Mephit (*any*) Elemental; Pteranodon (*dinosaur*)*; Rhinoceros*

Uses Per Day: _____ **Uses:** ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

School illusion (*glamer*); **Level** bard 4; **Casting Time** 1 round; **Components** V, S; **Range** personal; **Area** 5-ft.-radius emanation centered on you; **Duration** 1 hour/level (*D*)

By casting zone of silence, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, however, that a successful DC 20 Linguistics check to read lips can still reveal what's said inside a zone of silence.

Uses Per Day:_____

Uses: □ □ □ □ □ □ □ □

CURE LIGHT WOUNDS, MASS

School conjuration (*healing*); **Level** bard 5; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature/level, no two of which can be more than 30 ft. apart; **Duration** instantaneous; **Saving Throw** Will half (*harmless*) or Will half; see text; **Spell Resistance** yes (*harmless*) or yes; see text

You channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

[illegible]

DISPEL MAGIC, GREATER

School abjuration; **Level** bard 5; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Target or Area** one spellcaster, creature, or object; or a 20-ft.-radius burst; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use greater dispel magic in one of three ways: a targeted dispel, area dispel, or a counterspell:

Targeted Dispel: This functions as a targeted dispel magic, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When greater dispel magic is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by dispel magic. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the greater dispel magic spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the greater dispel magic spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such

You may choose to automatically succeed on dispel checks against

Counterpoint: This functions as digital magic, but you receive a 14

[illegible][illegible]

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200 201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300 301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350 351 352 353 354 355 356 357 358 359 360 361 362 363 364 365 366 367 368 369 370 371 372 373 374 375 376 377 378 379 380 381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 396 397 398 399 400 401 402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420 421 422 423 424 425 426 427 428 429 430 431 432 433 434 435 436 437 438 439 440 441 442 443 444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460 461 462 463 464 465 466 467 468 469 470 471 472 473 474 475 476 477 478 479 480 481 482 483 484 485 486 487 488 489 490 491 492 493 494 495 496 497 498 499 500 501 502 503 504 505 506 507 508 509 510 511 512 513 514 515 516 517 518 519 520 521 522 523 524 525 526 527 528 529 530 531 532 533 534 535 536 537 538 539 540 541 542 543 544 545 546 547 548 549 550 551 552 553 554 555 556 557 558 559 560 561 562 563 564 565 566 567 568 569 570 571 572 573 574 575 576 577 578 579 580 581 582 583 584 585 586 587 588 589 590 591 592 593 594 595 596 597 598 599 600 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624 625 626 627 628 629 630 631 632 633 634 635 636 637 638 639 640 641 642 643 644 645 646 647 648 649 650 651 652 653 654 655 656 657 658 659 660 661 662 663 664 665 666 667 668 669 670 671 672 673 674 675 676 677 678 679 680 681 682 683 684 685 686 687 688 689 690 691 692 693 694 695 696 697 698 699 700 701 702 703 704 705 706 707 708 709 710 711 712 713 714 715 716 717 718 719 720 721 722 723 724 725 726 727 728 729 730 731 732 733 734 735 736 737 738 739 740 741 742 743 744 745 746 747 748 749 750 751 752 753 754 755 756 757 758 759 760 761 762 763 764 765 766 767 768 769 770 771 772 773 774 775 776 777 778 779 780 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 853 854 855 856 857 858 859 860 861 862 863 864 865 866 867 868 869 870 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930 931 932 933 934 935 936 937 938 939 940 941 942 943 944 945 946 947 948 949 950 951 952 953 954 955 956 957 958 959 960 961 962 963 964 965 966 967 968 969 970 971 972 973 974 975 976 977 978 979 980 981 982 983 984 985 986 987 988 989 990 991 992 993 994 995 996 997 998 999 1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015 1016 1017 1018 1019 1020 1021 1022 1023 1024 1025 1026 1027 1028 1029 1030 1031 1032 1033 1034 1035 1036 1037 1038 1039 104

School illusion (*phantasm*) [*mind-affecting*]; **Level** bard 5;
Casting Time 1 minute; **Components** V, S; **Range** unlimited;
Target one living creature touched; **Duration** see text; **Saving**
Throw none; **Spell Resistance** yes

You, or a messenger you touch, send a message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message. If the recipient is awake when the spell begins, the messenger can choose to wake up (*ending the spell*) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell.

Creatures who don't sleep or don't dream cannot be contacted by this spell. The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (*always failing any saving throw*) while in the trance.

Uses Per Day:_____

Uses: □ □ □ □ □ □ □ □ □

School illusion (*glamer*); **Level** bard 5; **Casting Time** 1 standard action; **Components** V, S, M (*crushed jade worth 250 gp*); **Range** touch; **Area** 40-ft.-radius emanation; **Duration** 1 hour/level (*D*); **Saving Throw** none; **Spell Resistance** no

This spell creates a subtle illusion, causing any divination (*scrying*) spell used to view anything within the area of this spell to instead receive a false image (*as the major image spell*), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

Uses Per Day:_____[illegible]

School enchantment (*compulsion*) [*mind-affecting*]; **Level** bard 5; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** 1 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

This spell functions like heroism, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (*maximum 20*).

[illegible]

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the mind fog take a –10 penalty on Wisdom checks and Will saves. *(A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.)* Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes *(or until dispersed by wind)*.

The fog is thin and does not significantly hamper vision.

基₂予₂土₂里₂土₂ 土₂予₂里₂土₂ 予₂里₂ 予₂里₂予₂里₂ 土₂予₂里₂土₂ 予₂里₂ 予₂里₂土₂予₂ 土₂予₂里₂土₂ 予₂里₂ 土₂里₂土₂里₂予₂里₂ 予₂里₂里₂

School illusion (*glamer*); **Level** bard 5; **Casting Time** 1 standard action; **Components** V, S; **Range** long (400 ft. + 40 ft./level); **Area** one 20-ft. cube/level (S); **Duration** concentration +1 hour/level (D); **Saving Throw** Will disbelief (*if interacted with*); **Spell Resistance** no

This spell functions like hallucinatory terrain, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike hallucinatory terrain, the spell can alter the appearance of structures (*or add them where none are present*). Still, it can't disguise, conceal, or add creatures (*though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location*).

Uses Per Day:_____

Uses: □□□□□□□□

You become invisible (*as greater invisibility, a glamor*), and at the same time, an illusory double of you (*as major image, a figment*) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (*which requires concentration beginning on the first round after the casting*). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

Uses Per Day: _____ **Uses:** □□□□□□□□

NIGHTMARE

School illusion (*phantasm*) [*mind-affecting, evil*]; **Level** bard 5; **Casting Time** 10 minutes; **Components** V, S; **Range** unlimited; **Target** one living creature; **Duration** instantaneous; **Saving Throw** Will negates; see text; **Spell Resistance** yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on your knowledge the subject and the physical connection (*if any*) you have to that creature.

| Knowledge | Will Save Modifier |
|--|--------------------|
| None* | +10 |
| Secondhand (you have heard of the subject) | +5 |
| Firsthand (you have met the subject) | +0 |
| Familiar (you know the subject well) | -5 |

| Connection | Will Save Modifier |
|--|--------------------|
| Likeness or picture | -2 |
| Possession or garment | -4 |
| Body part, lock of hair, bit of nail, etc. | -10 |

*You must have some sort of connection to a creature of which you have no knowledge.

Dispel evil cast on the subject while you are casting the spell dispels the nightmare and causes you to be stunned for 10 minutes per caster level of the dispel evil.

If the recipient is awake when the spell begins, you can choose to cease casting (*ending the spell*) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance. (*You always fail Reflex and Will saving throws, for example.*)

Creatures who don't sleep (*such as elves, but not half-elves*) or dream are immune to this spell.

[illegible]

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

[illegible][illegible]

• • • • •

School illusion (*shadow*); **Level** bard 5; **Casting Time** 1 standard action; **Components** V, S; **Range** see text; **Effect** see text; **Duration** see text; **Saving Throw** Will disbelief (*if interacted with*); **Spell Resistance** yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower. Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (*if applicable*) or only 20% likely to occur. If recognized as a shadow evocation, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (*or spell resistance*) that the spell being simulated allows, but the save DC is set according to shadow evocation's level (5th) rather than the spell's normal level.

Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their Will saves against this spell.

[illegible]

SHADOW WALK

School illusion (*shadow*); **Level** bard 5; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Targets** up to one touched creature/level; **Duration** 1 hour/level (*D*); **Saving Throw** Will negates; **Spell Resistance** yes

To use the shadow walk spell, you must be in an area of dim light. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (*subject to your level limit*), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted $1d10 \times 100$ feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted $1d10 \times 1,000$ feet in the same direction. If this would still place you within a solid object, you (*and any creatures with you*) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (*no save*).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when shadow walk is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful

Uses Per Day:_____

Uses: □ □ □ □ □ □ □ □ □

[illegible]

This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round. Creatures forced by a song of discord to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

Uses: □□□□□□□□

You influence the actions of the target creatures by suggesting a course of activity (*limited to a sentence or two*). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

A very reasonable suggestion causes the save to be made with a penalty (*such as -1 or -2*).

[illegible]

SUMMON MONSTER V

School conjuration (*summoning*) [*see text*]; **Level** bard 5; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (*typically an outsider, elemental, or magical beast native to another plane*). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

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

SUMMON MONSTER V (CONT'D)

School conjuration (*summoning*) [see text]; **Level** bard 5; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

Summoning these creatures makes the summoning spell's type match your alignment.

1st Level: Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (horse)*; Riding dog*; Viper (*snake*)*

2nd Level: Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*

3rd Level: Ant, soldier*; Ape*; Aurochs (*herd animal*)*; Boar*; Cheetah*; Constrictor snake*; Crocodile*; Dire bat*; Dretch (*demon*) Chaotic, Evil; Electric eel*; Giant lizard*; Lantern archon Good, Lawful; Leopard (*cat*)*; Shark*; Wolverine*

4th Level: Bison (*herd animal*)*; Deinonychus (*dinosaur*)*; Dire ape*; Dire boar*; Dire wolf*; Elemental (*Medium*) Elemental; Giant scorpion*; Giant wasp*; Grizzly bear*; Hell hound Evil, Lawful; Hound archon Good, Lawful; Lion*; Mephit (*any*) Elemental; Pteranodon (*dinosaur*)*; Rhinoceros*

5th Level: Ankylosaurus (*dinosaur*)*; Babau (*demon*) Chaotic, Evil; Bearded devil Evil, Lawful; Bralani azata Chaotic, Good; Dire lion*; Elemental (*Large*) Elemental; Giant moray eel*; Kyton Evil, Lawful; Orca (*dolphin*)*; Salamander Evil; Woolly rhinoceros*; Xill Evil, Lawful

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐

You can observe magical auras. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions (including any curse effects), how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

Analyze dweomer does not function when used on an artifact.

[illegible]

School transmutation; **Level** bard 6; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Targets** one Small object per caster level; see text; **Duration** 1 round/level; **Saving Throw** none; **Spell Resistance** no

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material. You may animate one Small or smaller object or a corresponding number of larger objects as follows: A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32. You can change the designated target or targets as a move action, as if directing an active spell.

This spell cannot affect objects carried or worn by a creature.

Animate objects can be made permanent with a permanency spell.

Uses Per Day: _____ **Uses:** □□□□□□□□

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

[illegible]

This spell functions like charm monster, except that mass charm monster affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you must choose a creature with too many HD to affect.

[illegible]

[illegible][illegible]

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

[illegible]

EYEBITE

School necromancy; **Level** bard 6; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one living creature; **Duration** 1 round/level; **Saving Throw** Fortitude negates; **Spell Resistance** yes

Each round, you can target a single living creature, striking it with waves of power. Depending on the target's HD, this attack has as many as three effects.

| HD | Effect |
|------------|------------------------------|
| 10 or more | Sickened |
| 5-9 | Panicked, sickened |
| 4 or less | Comatose, panicked, sickened |

You must spend a swift action each round after the first to target a foe. The effects are cumulative and concurrent.

Sickened: Sudden pain and fever sweeps over the subject's body. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a remove disease or heal spell, but a remove curse is effective.

Panicked: The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect.

Comatose: The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a sleep effect, and thus elves are not immune to it.

Uses Per Day:_____[illegible]

FIND THE PATH

School divination; Level bard 6; **Casting Time** 3 rounds; **Components** V, S, F (*a set of divination counters*); **Range** personal or touch; **Target** you or creature touched; **Duration** 10 min./level; **Saving Throw** none or Will negates (*harmless*); **Spell Resistance** no or yes (*harmless*)

The recipient of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter's cabin is not prominent enough, but a logging camp is. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense what cavern corridor to take when a choice presents itself. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round, specifying the destination as "outside the maze." This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (*including guardians*) who might take action to oppose the caster as he follows the path revealed by this spell.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

.....

.....

1. *Journal of Management Studies*, 1990, 27, 1, 1-14.

School conjuration [*creation*]; **Level** bard 6; **Casting Time** 10 minutes; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** feast for one creature/level; **Duration** 1 hour plus 12 hours; see text; **Saving Throw** none; **Spell Resistance** no

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all sickness and nausea, receives the benefits of both neutralize poison and remove disease, and gains 1d8 temporary hit points + 1 point per two caster levels (*maximum +10*) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and a +4 morale bonus on saving throws against poison and fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

Uses Per Day:_____

Uses: □□□□□□□□

School enchantment (*compulsion*) [*mind-affecting*]; **Level** bard 6; **Casting Time** 1 standard action; **Components** V; **Range** touch; **Target** living creature touched; **Duration** 1d4+1 rounds; **Saving Throw** Will partial; **Spell Resistance** yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a –4 penalty to Armor Class and a –10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn. A successful Will save reduces the duration of this effect to 1 round.

Uses Per Day:

Uses: □□□□□□□□

School illusion (*figment*); **Level** bard 6; **Effect** figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (*S*); **Duration** permanent (*D*)

This spell functions like silent image, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Uses Per Day: _____ **Uses:** □□□□□□□□

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

[illegible]

This spell functions like silent image, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

You set the triggering condition (*which may be a special word*) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. See *magic mouth* for more details about such triggers.

Uses Per Day:_____

Uses: □□□□□□□□

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (*including speech*) unless you direct it to act differently (*which is a move action*).

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

[illegible]

.....

[illegible]

[illegible]

This spell functions like shout, except that the cone deals 10d6 points of sonic damage (*or 1d6 points of sonic damage per caster level, maximum 20d6, against exposed brittle or crystalline objects or crystalline creatures*). It also causes creatures to be stunned for 1 round and deafened for 4d6 rounds. A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.

[illegible]

SUMMON MONSTER VI

School conjuration (*summoning*) [*see text*]; **Level** bard 6; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons an extraplanar creature (*typically an outsider, elemental, or magical beast native to another plane*). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

You can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (*such as wish*).

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

SUMMON MONSTER VI (CONT'D)

School conjuration (*summoning*) [see text]; **Level** bard 6; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

Summoning these creatures makes the summoning spell's type match your alignment.

1st Level: Dire rat*; Dolphin*; Eagle*; Fire beetle*; Poisonous frog*; Pony (horse)*; Riding dog*; Viper (*snake*)*

2nd Level: Ant, drone*; Elemental (*Small*) Elemental; Giant centipede*; Giant frog*; Giant spider*; Goblin dog*; Horse*; Hyena*; Lemure (*devil*) Evil, Lawful; Octopus*; Squid*; Wolf*

3rd Level: Ant, soldier*; Ap*; Aurochs (*herd animal*)*; Boar*; Cheetah*; Constrictor snake*; Crocodile*; Dire bat*; Dretch (*demon*) Chaotic, Evil; Electric eel*; Giant lizard*; Lantern archon Good, Lawful; Leopard (*cat*)*; Shark*; Wolverine*

4th Level: Bison (*herd animal*)*; Deinonychus (*dinosaur*)*; Dire ape*; Dire boar*; Dire wolf*; Elemental (*Medium*) Elemental; Giant scorpion*; Giant wasp*; Grizzly bear*; Hell hound Evil, Lawful; Hound archon Good, Lawful; Lion*; Mephit (*any*) Elemental; Pteranodon (*dinosaur*)*; Rhinoceros*

5th Level: Ankylosaurus (*dinosaur*)*; Babau (*demon*) Chaotic, Evil; Bearded devil Evil, Lawful; Bralani azata Chaotic, Good; Dire lion*; Elemental (*Large*) Elemental; Giant moray eel*; Kyton Evil, Lawful; Orca (*dolphin*)*; Salamander Evil; Woolly rhinoceros*; Xill Evil, Lawful

SUMMON MONSTER VI (CONT'D)

School conjuration (*summoning*) [*see text*]; **Level** bard 6; **Casting Time** 1 round; **Components** V, S, F/DF (*a tiny bag and a small candle*); **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

6th Level Subtype: Dire bear*; Dire tiger*; Elasmosaurus (*dinosaur*)*; Elemental (*Huge*) Elemental; Elephant*; Erinyes (*devil*) Evil, Lawful; Giant octopus*; Invisible stalker Air; Lillend azata Good, Lawful; Shadow demon Chaotic, Evil; Succubus (*demon*) Chaotic, Evil; Triceratops (*dinosaur*)*

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

SYMPATHETIC VIBRATION

School evocation [*sonic*]; **Level** bard 6; **Casting Time** 10 minutes; **Components** V, S, F (*a tuning fork*); **Range** touch; **Target** one freestanding structure; **Duration** up to 1 round/level; **Saving Throw** none; see text; **Spell Resistance** yes

By attuning yourself to a freestanding structure, you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure, bypassing hardness. You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 round per level. If the spell is cast upon a target that is not freestanding, the surrounding stone dissipates the effect and no damage occurs.

Sympathetic vibration cannot affect creatures (*including constructs*). Since a structure is an unattended object, it gets no saving throw to resist the effect.

Uses Per Day: _____ **Uses:** □□□□□□□□

[illegible][illegible]

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 descriptions 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 affix 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 copying, 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. 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.

8. 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: Bard Spell Cards, Copyright 2010, Louis Porter Jr. Design, Inc.