

Dorianna, Bard 8 – Spells

Daze Bard 0

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S, M (a pinch of wool or similar substance)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One humanoid creature of 4 HD or less
Duration: 1 round
Save: DC 16 Will negates
Resistance: Yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 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.

Detect Magic Bard 0

School: Divination
Components: V, S
Casting Time: 1 action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Save: None
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:

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds
 Moderate - 1d6 minutes
 Strong - 1d6 x 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.

Lullaby Bard 0

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Area: Living creatures within a 10-ft.-radius burst
Duration: Concentration + 1 round/level (D)
Save: DC 16 Will negates
Resistance: Yes

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.

Mending Bard 0

School: Transmutation / Metal Elemental
Components: V, S
Casting Time: 10 minutes
Range: 10 ft.
Target: One object of up to 1 lb./level
Duration: Instantaneous
Save: Will negates (harmless, object)
Resistance: Yes (harmless, object)

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.

Message Bard 0

School: Transmutation / Air Elemental [language-dependent]
Components: V, S, F (a piece of copper wire)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One creature/level
Duration: 10 min./level
Save: None
Resistance: No

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.

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<p>Read Magic Bard 0</p> <p>School: Divination Components: V, S, F (a clear crystal or mineral prism) Casting Time: 1 action Range: Personal Target: You Duration: 10 min./level</p> <p>You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).</p> <p>Read magic can be made permanent with a permanency spell.</p>	<p>Hideous Laughter Bard 1</p> <p>School: Enchantment (Compulsion) [Mind-Affecting] Components: V, S, M (tiny fruit tarts and a feather) Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One creature; see text Duration: 1 round/level Save: DC 17 Will negates Resistance: Yes</p> <p>This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration. A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.</p>
<p>Cause Fear Bard 1</p> <p>School: Necromancy [Fear, Mind-Affecting] Components: V, S Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One living creature with 5 or fewer HD Duration: 1d4 rounds or 1 round; see text Save: DC 15 Will partial Resistance: Yes</p> <p>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.</p>	<p>Sleep Bard 1</p> <p>School: Enchantment (Compulsion) [Mind-Affecting] Components: V, S, M (fine sand, rose petals, or a live cricket) Casting Time: 1 round Range: Medium (100 + 10 ft./level) Area: One or more living creatures within a 10-ft.-radius burst Duration: 1 min./level Save: DC 17 Will negates Resistance: Yes</p> <p>A sleep spell causes a magical slumber to come upon 4 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). Sleep does not target unconscious creatures, constructs, or undead creatures.</p>
<p>Charm Person Bard 1</p> <p>School: Enchantment / Wood Elemental (Charm) [Mind-Affecting] Components: V, S Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One humanoid creature Duration: 1 hour/level Save: DC 17 Will negates Resistance: Yes</p> <p>This charm makes a humanoid creature 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.</p> <p>The spell does not enable you to control the charmed person 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 person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.</p>	
<p>Confusion, Lesser Bard 1</p> <p>School: Enchantment (Compulsion) [Mind-Affecting] Components: V, S, DF Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One living creature Duration: 1 round Save: DC 17 Will negates Resistance: Yes</p> <p>This spell causes a single creature to become confused for 1 round.</p>	

Enthrall**Bard 2****School:** Enchantment (Charm) [Mind-Affecting, Sonic, language-dependent]**Components:** V, S**Casting Time:** 1 round**Range:** Medium (100 + 10 ft./level)**Target:** Any number of creatures**Duration:** 1 hour or less**Save:** DC 18 Will negates; see text**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.

Hold Person**Bard 2****School:** Enchantment (Compulsion) [Mind-Affecting]**Components:** V, S, F/DF (a small, straight piece of iron)**Casting Time:** 1 action**Range:** Medium (100 + 10 ft./level)**Target:** One humanoid creature**Duration:** 1 round/level (D); see text**Save:** DC 18 Will negates; see text**Resistance:** Yes

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.

Hypnotic Pattern**Bard 2****School:** Illusion (Pattern) [Mind-Affecting]**Components:** V, S, M (bard only, a stick of incense or a crystal rod, ; see text)**Casting Time:** 1 action**Range:** Medium (100 + 10 ft./level)**Effect:** Colorful lights in a 10-ft.-radius spread**Duration:** Concentration + 2 rounds**Save:** DC 16 Will negates**Resistance:** Yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of HD of creatures affected. Creatures with the fewest HD are affected first; and, 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. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected. A wizard or sorcerer need not utter a sound to cast this spell, but a bard must perform as a verbal component.

Suggestion**Bard 2****School:** Enchantment (Compulsion) [Mind-Affecting, language-dependent]**Components:** V, M (a snake's tongue and a honeycomb)**Casting Time:** 1 action**Range:** Close (25 + 5 ft./2 levels)**Target:** One living creature**Duration:** 1 hour/level or until completed**Save:** DC 18 Will negates**Resistance:** Yes

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.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

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

Confusion

Bard 3

School: Enchantment (Compulsion) [Mind-Affecting]

Components: V, S, M/DF (three nutshells)

Casting Time: 1 action

Range: Medium (100 + 10 ft./level)

Target: All creatures in a 15-ft.-radius burst

Duration: 1 round/level

Save: DC 19 Will negates

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 (for this purpose, a familiar counts as part of the subject's self)

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).

Deep Slumber

Bard 3

School: Enchantment (Compulsion) [Mind-Affecting]

Components: V, S, M (fine sand, rose petals, or a live cricket)

Casting Time: 1 round

Range: Close (25 + 5 ft./2 levels)

Area: One or more living creatures within a 10-ft.-radius burst

Duration: 1 min./level

Save: DC 19 Will negates

Resistance: Yes

This spell functions like sleep, except that it affects 10 HD of targets.

Glibness

Bard 3

School: Transmutation

Components: S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 min./level (D)

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 + 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.