

Dorianna, Bard 11 – Spells

<p>Daze Bard 0</p> <p>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 18 Will negates Resistance: Yes</p> <p>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.</p>	<p>Lullaby Bard 0</p> <p>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 18 Will negates Resistance: Yes</p> <p>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.</p>
<p>Detect Magic Bard 0</p> <p>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</p> <p>You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.</p> <p><i>1st Round:</i> Presence or absence of magical auras. <i>2nd Round:</i> Number of different magical auras and the power of the most potent aura. <i>3rd Round:</i> 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).</p> <p>Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.</p> <p><i>Aura Strength:</i> 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, <i>detect magic</i> indicates the stronger of the two.</p> <p><i>Lingering Aura:</i> 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 <i>detect magic</i> 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:</p> <p>Original Strength - Duration of Lingering Aura Faint - 1d6 rounds Moderate - 1d6 minutes Strong - 1d6 x 10 minutes Overwhelming - 1d6 days</p> <p>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.</p> <p><i>Detect magic</i> can be made permanent with a <i>permanency</i> spell.</p>	<p>Mending Bard 0</p> <p>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)</p> <p>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.</p>
	<p>Message Bard 0</p> <p>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</p> <p>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.</p>

<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>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 19 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>Alarm Bard 1</p> <p>School: Abjuration Components: V, S, F/DF (a tiny bell and a piece of very fine silver wire) Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Area: 20-ft.-radius emanation centered on a point in space Duration: 2 hours/level (D) Save: None Resistance: No</p> <p>Alarm creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible in nature.</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 19 Will negates Resistance: Yes</p> <p>This spell causes a single creature to become confused for 1 round.</p>
<p>Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.</p> <p>Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing. Ethereal or astral creatures do not trigger the alarm.</p> <p>Alarm 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 19 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 17 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>	

Dorianna, Bard 11 – Spells

Sleep	Bard 1	Enthral	Bard 2
<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 19 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>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 20 Will negates; see text Resistance: Yes</p> <p>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.</p>	
	Eagle's Splendor	Bard 2	
	<p>School: Transmutation Components: V, S, M/DF (feathers or droppings from an eagle) Casting Time: 1 action Range: Touch Target: Creature touched Duration: 1 min./level Save: Will negates (harmless) Resistance: Yes</p> <p>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.</p>		
		Hold Person	Bard 2
		<p>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 20 Will negates; see text Resistance: Yes</p> <p>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.</p>	

Dorianna, Bard 11 – Spells

Hypnotic Pattern	Bard 2	Confusion	Bard 3
-------------------------	---------------	------------------	---------------

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 18 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 20 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).

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 21 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 21 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.

Slow	Bard 3	Freedom of Movement	Bard 4
-------------	---------------	----------------------------	---------------

School: Transmutation
Components: V, S, M (a drop of molasses)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Save: DC 19 Will negates
Resistance: Yes

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. Multiple slow effects don't stack. Slow counters and dispels haste.

Dominate Person	Bard 4
------------------------	---------------

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S
Casting Time: 1 round
Range: Close (25 + 5 ft./2 levels)
Target: One humanoid
Duration: 1 day/level
Save: DC 22 Will negates
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. 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.

School: Abjuration
Components: V, S, M, DF (a leather strip bound to the target)
Casting Time: 1 action
Range: Personal or touch
Target: You or creature touched
Duration: 10 min./level
Save: Will negates (harmless)
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.

Invisibility, Greater	Bard 4
------------------------------	---------------

School: Illusion (Glamer)
Components: V, S, M/DF (an eyelash encased in gum arabic)
Casting Time: 1 action
Range: Personal or touch
Target: You or creature touched
Duration: 1 round/level (D)
Save: Will negates (harmless)
Resistance: Yes (harmless) or yes (harmless, object)

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

Invisibility

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 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.