

# Uori's Spells

0<sup>th</sup>- At will

1<sup>st</sup>- 8/day

2<sup>nd</sup>- 4/day

## Fluid Travel (Su):

You can walk on liquid as if it were a solid surface. Walking on the liquid does not harm you; you can walk on acid or even lava (as if walking on a solid temporary crust), though you would still take fire damage from being near the lava. You can move across this surface at your normal land speed. At 7th level, while this ability is in effect, you can instead go underwater, gaining a swim speed of 60 feet and the ability to breathe water. You can use this ability for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

## Water Sight (Su):

You can see through fog and mist without penalty as long as there is enough light to allow you to see normal. At 7th level, you can use any calm pool of water at least 1 foot in diameter as a scrying device, as if using the *scry* spell. At 15th level, this functions like *greater scrying*. You can use the scrying abilities for a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

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## Cure Light Wounds

## Cure Moderate Wounds

**Create Water**- 2 gallons per level

## Detect Magic

## Light

## Obscuring Mist

**School** conjuration (creation); **Level** cleric 1, druid 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** 20 ft.

**Effect** cloud spreads in 20-ft. radius from you, 20 ft. high

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the

fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

## Purify Food and Drink

## Read Magic

## Sanctuary (DC 16)

**School** abjuration; **Level** cleric 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 1 round/level

**Saving Throw** Will negates; **Spell Resistance** no

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell

does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

### **Slipstream (DC 17)**

**School** conjuration (creation) [water]; **Level** druid 2, ranger 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M/DF (a few drops of oil and water)

**Range** touch

**Target** creature touched

**Duration** 10 minutes/level (D)

**Saving Throw** Reflex negates (harmless); **Spell Resistance** no

You create a low-crested wave of water that carries the target along the surface of water or the ground. When moving across level ground, the target's speed increases by 10 feet. If going downhill, speed increases by 20 feet instead, but *slipstream* provides no movement bonus when going uphill. While swimming, the *slipstream* increases the target's swim speed by 20 feet—if the target does not have a swim speed, this spell grants a swim speed of 20 ft.

### **Sound Burst (DC 17)**

**School** evocation [sonic]; **Level** bard 2, cleric 2

**Casting Time** 1 standard action

**Components** V, S, F/DF (a musical instrument)

**Range** close (25 ft. + 5 ft./2 levels)

**Area** 10-ft.-radius spread

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell**

**Resistance** yes

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.

**Stabilize**

**Summon Monster I**

### **Touch of the Sea**

**School** transmutation; **Level** alchemist 1, druid 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M (a fish scale)

**Range** touch

**Target** creature touched

**Duration** 1 minute/level

**Saving Throw** Fortitude negates (harmless);

**Spell Resistance** yes (harmless)

You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form (although magic items with a continuous effect continue to function). This spell does not grant the target any ability to breathe water.

# Janira's Spells

0<sup>th</sup> - At will

1<sup>st</sup> - 4/day

2<sup>nd</sup> - 2/day

## **Countersong (Su):**

At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

## **Distraction (Su):**

At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

## **Fascinate (Su):**

At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see

and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

## **Inspire Courage (Su): +1**

A 1st-level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

## **Inspire Competence (Su): +2**

A bard of 3rd level or higher can use his performance to help an ally succeed at a task.

That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond

3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

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## Comprehend Languages

## Cure Light Wounds

## Dancing Lights

### Daze (DC 14)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 0, sorcerer/wizard 0  
**Casting Time** 1 standard action  
**Components** V, S, M (a pinch of wool or similar substance)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one humanoid creature of 4 HD or less  
**Duration** 1 round  
**Saving Throw** Will negates; **Spell 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

**Expeditious Retreat**- +30 movement. 1 minute/level

## Gallant Inspiration

**School** divination; **Level** bard 2  
**Casting Time** 1 immediate action  
**Components** V  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one living creature  
**Duration** instantaneous  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes

This word of arcane-empowered inspiration often ensures success of a crucial endeavor. Cast this spell when a creature fails an attack roll or skill check. The creature gains a +2d4 competence bonus to the attack roll or skill

check retroactively. If the bonus is enough to turn the failure into a success, the roll succeeds.

### Glitterdust (DC 16)

**School** conjuration (creation); **Level** bard 2, sorcerer/wizard 2  
**Casting Time** 1 standard action  
**Components** V, S, M (ground mica)  
**Range** medium (100 ft. + 10 ft./level)  
**Area** creatures and objects within 10-ft.-radius spread  
**Duration** 1 round/level

**Save** Will negates (blinding only); **SR** no  
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.

Any creature covered by the dust takes a -40 penalty on Stealth checks.

### Grease (DC 15)

**School** conjuration (creation); **Level** bard 1, sorcerer/wizard 1  
**Casting Time** 1 standard action  
**Components** V, S, M (butter)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one object or 10-ft. square  
**Duration** 1 min./level (D)  
**Save** see text; **SR** no

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.

hostile action against your enemies due to this spell's effect.

### **Mage Hand**

**School** transmutation; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one nonmagical, unattended object weighing up to 5 lbs.

**Duration** concentration

**Saving Throw** none; **Spell Resistance** no

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.

### **Read Magic**

#### **Unwitting Ally (DC 14)**

**School** enchantment (charm) [mind-affecting];

**Level** bard 0

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one living creature

**Duration** 1 round

**Saving Throw** Will negates; **Spell Resistance** yes

You befuddle the target's mind. The target has difficulty telling friend from foe for a short period of time. The subject is considered your ally and not your enemies' ally while determining flanking. The subject takes no other