

# Signe's Bard Spells

**Bardic Performance** 7 rounds/day **10 rounds/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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**Bard Spells Known** (CL 1st; concentration +4) (CL 3rd; concentration +5)  
1st (2/day) (4/day)

### Charm Person (DC 14)

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

**Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one humanoid creature

**Duration** 1 hour/level

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

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.

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.

### Cure Light Wounds (1d8+3)

#### Dancing Lights

### Daze (DC 13)

**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

### Ghost Sound (DC 13)

**School** illusion (figment); **Level** bard 0, sorcerer/wizard 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.

#### Grease

**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.

### Hideous Laughter (DC 14)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (tiny fruit tarts and a feather)

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

**Target** one creature; see text

**Duration** 1 round/level

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

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. On the creature's next turn, it may attempt a new saving throw to end the effect. If successful, the effect ends and the creature is treated as if it spent a full-round action on its turn.

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.

### Hypnotism (DC 14)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 round

**Components** V, S

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

**Area** several living creatures, no two of which may be more than 30 ft. apart

**Duration** 2d4 rounds (D)

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

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.

### Light

### Lullaby (DC 13)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 0

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Area** living creatures within a 10-ft.-radius burst

**Duration** concentration + 1 round/level (D)

**Saving Throw** Will negates; **Spell 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.

### Mage Hand

### Message

### Prestidigation

### Resistance

## Sleep (DC 14)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 round

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

**Range** medium (100 ft. + 10 ft./level)

**Area** one or more living creatures within a 10-ft.-radius burst

**Duration** 1 min./level

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

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.

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CLW, potion of (x2) (1d8+1)

CMW, potion of (x2) (2d8+3)

Alchemist's Fire,

Sunrod

Tanglefoot Bag (x2)

Thunderstone

Studded Leather, +1 Chain Shirt

Everburning Torch

## Mythic Allip's Spells (SLAs)

**Spell-Like Abilities** (CL 4th; concentration +8)

### **Bane (DC 15) 1/day**

**School** enchantment (compulsion) [fear, mind-affecting]; **Level** cleric 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** 50 ft.

**Area** 50-ft.-radius burst, centered on you

**Duration** 1 min./level

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

*Bane* fills your enemies with fear and doubt. Each affected creature takes a –1 penalty on attack rolls and a –1 penalty on saving throws against fear effects. *Bane* counters and dispels *bles*s.

### **Disfiguring Touch (DC 16) 1/day**

**School** transmutation [curse]; **Level** cleric 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 day/level

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

With a touch, you cause the victim of this spell to suffer a painful curse that causes it to grow hideously disfigured. The physical appearance of the deformity is subject to the caster's whim (most demon worshipers choose deformities that reflect their Abyssal patron's shape or form). The target takes one of the following penalties.

- –2 decrease to an ability score (minimum 1).
- –2 penalty on attack rolls or saving throws.
- Land speed reduced by 5 feet.

You may also invent other effects, but they should be no more powerful than those described above.

### **Inflict Moderate Wounds (2d8+4, DC 16) 1/day**

**School** necromancy; **Level** cleric 2

This spell functions like *inflict light wounds*, except that you deal 2d8 points of damage + 1 point per caster level (maximum +10).

### **Inflict Light Wounds**

**School** necromancy; **Level** cleric 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

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

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.