

Lyrics of Extinction Encounters

Red text = corrections Green text = conditions Blue text = stat block notation Highlighted text = GM reminder [] = additions

Success Conditions (2 PP): Primary: The PCs recover the Song of Extinction. Secondary: The PCs avoid combat with Nanju and kill no more than one Wild Elf Guard during the scenario.

Act 1: Swamp Ambush

The map provided doesn't allow for combat with large howlers. Need to make larger for appropriate space.

HOWLER *Knowledge (planes) 13* CR 3

This vile predator has a hide and tough as leather. Wicked ebony quills run from its head, tail, and back.

CE Large outsider (chaotic, evil, extra planar)

Init +6; **Senses** dark vision; Perception +13

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 37 (5d10+10)

Fort +6, **Ref** +5, **Will** +3

Defensive Abilities quill defense

OFFENSE

Speed 60 ft.

Melee bite +8 (1d8+4), **quills** +3 (1d4+2 plus pain)

Space 10 ft.; **Reach** 5 ft.

TACTICS

During Combat The howlers aggressively charge at any foe entering their territory.

Morale The howlers fight to the death.

STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** 6, **Wis** 14, **Cha** 11

Base Atk +5; **CMB** +10; **CMD** 22

Feats Combat Reflexes, Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +10 (+22 jump), Climb +12, Perception +13, Stealth +6

Languages Abyssal (cannot speak)

Howl (Su) A howler's constant howling is a grating, exhausting baying that can drive listeners insane. All beings other than outsiders within 120 feet of a howling howler must succeed on a DC 12 Will save or become cursed by the creature's howl. Once a creature becomes cursed in this way, she takes no additional penalty for being exposed to additional howlers' howls until the current howler curse is lifted. This is a sonic mind-affecting effect. The save DC is Charisma-based.

Howler Howl: Curse—howl; save Will DC 12 negates; frequency 1/hour; effect 1 Wis damage; cure 1 save.

Pain (Ex) Whenever a creature takes damage from a howler's quill attack or its quill defense, that creature must make a successful DC 14 Reflex save or one quill breaks off in its flesh, causing the target to become sickened until all embedded quills are removed. Removing one quill requires a DC 15 Heal check made as a full-round action. For every 5 by which the check is exceeded, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d4+1 points of damage to the victim. The save DC is Dexterity-based.

Quill Defense (Ex) Any creature that strikes a howler with a non-reach melee weapon, unarmed strike, or natural weapon takes 1d4+1 points of piercing damage from the howler's quills and suffers from the howler's pain attack.

The howler is a native to the Abyss, an Outer Plane where madness is the norm and cruelty is expected and often rewarded. The howler prowls these Abyssal realms, serving the role of a hungry predator like a lion or tiger, save for the fact that the typical howler is much more intelligent than a big cat. Worse, howlers have little interest in eating their prey—they need not feed to live, but rather enjoy the process of stalking, mauling, and killing living creatures. In a way, the act of inflicting intense pain and madness upon mortal life is what fills a howler's life instead of the desire to feed.

The howler's mane of razor-sharp quills makes it a poor choice of mount for most creatures, but it serves quite well as a guardian or sentinel—especially for outsiders, who may not enjoy the creature's constant howling, but aren't adversely affected by the supernatural sounds. When a howler sees prey, the tenor of its howls changes—howlers cannot speak, but they can use their howls to communicate quite a bit of information if required. They understand the Abyssal tongue, and when serving demons as guardians, their howls can not only alert their masters to the presence of intruders, but also to their number, appearance, and weaknesses.

A howler is about the size of a tiger—12 feet from snout to tail and weighing 6,000 pounds. They are normally pale in color, with darker quills and milky eyes.

Wild Elf Guard *Knowledge (nature) 15* CR 5

CURE MODERATE WOUNDS

The damage cured increases to 4d8 points of damage + 2 points per caster level (maximum +20). The spell cures up to 2 points of ability damage if the target is a living creature. The target chooses what types of ability damage are cured.

SPIKE GROWTH

Casting Time 1 standard action

Components V, S, DF

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

Area one 20-ft. square/level

Duration 1 hour/level (D)

Saving Throw Reflex partial; **Spell Resistance** yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of

piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by half. This speed penalty lasts for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Magic traps are hard to detect. A rogue (only) can use the Perception skill to find a spike growth. The DC is 25 + spell level, or DC 28 for spike growth (or DC 27 for spike growth cast by a ranger). Spike growth can't be disabled with the Disable Device skill.

BULL'S STRENGTH

Casting Time 1 standard action

Components V, S, M/DF (a few hairs, or a pinch of dung, from a bull)

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

CAT'S GRACE

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.

FLAME BLADE

Casting Time 1 standard action

Components V, S, DF

Range 0 ft.

Effect sword-like beam

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** yes

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this blade-like beam as if it were a scimitar. Attacks with the flame blade are melee touch attacks. The blade deals 1d8 points of fire damage + 1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A flame blade can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

WARP WOOD (DC 14)

Casting Time 1 standard action

Components V, S

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

Target 1 Small wooden object/level, all within a 20-ft. radius

Duration instantaneous

Saving Throw Will negates (object); **Spell Resistance** yes (object)

You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a -4 penalty on attack rolls.

You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32.

Alternatively, you can unwarped wood (effectively warping it back to normal) with this spell. Make whole, on the other hand, does no good in repairing a warped item.

You can combine multiple consecutive warp wood spells to warp (or unwarped) an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects.

CHARM ANIMAL (DC 13)

Target one animal

This spell functions like charm person, except that it affects a creature of the animal type.

CHARM PERSON (DC 13)

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 - 1ST LEVEL

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.

ENTANGLE

Casting Time 1 standard action

Components V, S, DF

Range long (400 ft. + 40 ft./level)

Area plants in a 40-ft.-radius spread

Duration 1 min./level (D)

Saving Throw: Reflex partial; see text; **Spell Resistance:** no

This spell causes tall grass, weeds, and other plants to wrap around creatures in the area of effect or those that enter the area.

Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

DETECT MAGIC

PRODUCE FLAME - 1ST LEVEL

Casting Time 1 standard action

Components V, S

Range 0 ft.

Effect flame in your palm

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

FLARE (DC 12) - 0 LEVEL

Casting Time 1 standard action

Components V

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

Effect burst of light

Duration instantaneous

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

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare.

LIGHT - 0 LEVEL

Casting Time 1 standard action

Components V, M/DF (a firefly)

Range touch

Target object touched

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, and

increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light 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 (through permanency or a similar effect), it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

READ MAGIC

Casting Time 1 standard action

Components V, S, F (a clear crystal or mineral prism)

Range personal

Target you

Duration 10 min./level

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).

Read magic can be made permanent with a permanency spell.

RESISTANCE

Casting Time 1 standard action

Components V, S, M/DF (a miniature cloak)

Range touch

Target creature touched

Duration 1 minute

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

DODGE FEAT

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

POINT BLANK SHOT FEAT

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

WEAPON FOCUS (SCIMITAR) FEAT

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

RAPID SHOT FEAT

You can make an additional ranged attack.

Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a –2 penalty when using Rapid Shot.

Act 2: The Arrival of the Mystic Guide

None of this information should be needed if the PCs play this correctly.

Act 3: Temple of Song

Spirits be with you man.

Mwange Spirit

Knowledge (religion) 17

CR 7

FRIGHTFUL MOAN

Casting Time 1 standard action

All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

CORRUPTING TOUCH

By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in damage (Just 1d6). This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural

aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save (DC 17) halves the damage inflicted.

MANIFESTATION

Ability to go through walls and increase in spell concentration +4

REJUVENATION

In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Act 4: Vermin in the Crypt

Huge beetles are hard to use in the map provided.

Advanced Stag Beetle

Knowledge (nature) 17

CR 7

VERMIN TRAIT

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). A vermin-like creature with an Intelligence score is usually either an animal or a magical beast, depending on its other abilities.
- Dark vision 60 feet.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Vermin breathe, eat, and sleep.

TRAMPLE

Attempt to move over the target.

Act 5: Underground Cathedral

Wild elf guards attack!

Act 6: Reveng of Zon-Kuthon's Shaman

Here are a few description of spells that will come in handy...

UNHALLOW - CATHEDRAL

Casting Time 24 hours

Components V, S, M (herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the unhallowed area)

Range touch

Area 40-ft. radius emanating from the touched point

Duration instantaneous

Saving Throw see text; **Spell Resistance** see text

Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a magic circle against good effect.

Second, the DC to resist negative channeled energy within the spell's area of effect gains a +4 sacred bonus and the DC to resist positive energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.

Finally, you may choose to fix a single spell effect to the unhallowed site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting unhallow again.

Spell effects that may be tied to an unhallowed site include aid, bane, bless, cause fear, darkness, daylight, death ward, deeper darkness, detect magic, detect good, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, silence, tongues, and zone of truth.

Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one unhallow spell (and its associated spell effect) at a time.

Unhallow counters but does not dispel hallow.

BANE - CATHEDRAL

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 bless.

HASTE - LEVEL 3 BARD

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 one natural or manufactured weapon. 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.

MIRROR IMAGE - LEVEL 2 BARD

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

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).

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Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

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SUMMON MONSTER IV - LEVEL 4 BARD

Casting Time 1 standard action

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 extra-planar 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 on Table 10–1 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.

CHARM PERSON - LEVEL 1 BARD

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.

BLINDNESS - LEVEL 2 BARD

Casting Time 1 standard action

Components V

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

Target one living creature

Duration permanent (D)

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

You call upon the powers of un-life to render the subject blinded or deafened, as you choose.

GREASE - LEVEL 2 BARD

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.

MISLEAD (DC19) - LEVEL 5 BARD

Casting Time 1 standard action

Components S

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

Target/Effect you/one illusory double

Duration 1 round/level (D) and concentration + 3 rounds; see text

Saving Throw none or Will disbelief (if interacted with); see text; **Spell Resistance** no

You become invisible (as greater invisibility, a glamour), 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.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory

double continues to carry out the same activity until the duration expires. The greater invisibility lasts for 1 round per level, regardless of concentration.

GREATER DISPEL MAGIC - LEVEL 5 BARD

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 + your caster level) and compare that to the spell with highest caster level (DC = 11 + 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 stonework (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 stonework (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 stonework 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 + 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.

SONG OF DISCORD (DC20) - LEVEL 5 BARD

Casting Time 1 standard action

Components V, S

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

Area creatures within a 20-ft.-radius spread

Duration 1 round/level

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

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.

DOMINATE PERSON (DC 19) - LEVEL 4 BARD

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.

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.

RAINBOW PATTERN - LEVEL 4 BARD

Casting Time 1 standard action

Components V (bard only), S, M (a piece of phosphor), F (a crystal prism); see text

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

Effect colorful lights with a 20-ft.-radius spread

Duration Concentration +1 round/level (D)

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

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.

SHOUT - LEVEL 4 BARD

Casting Time 1 standard action

Components V

Range 30 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Fortitude partial or Reflex negates (object); see text; **Spell Resistance** yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. A shout spell cannot penetrate a silence spell.

CONFUSION (DC18) - LEVEL 3 BARD

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 (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).

CRUSHING DESPAIR (DC 18) - LEVEL 3 BARD

Casting Time 1 standard action

Components V, S, M

Range 30 ft.

Area cone-shaped burst

Duration 1 min./level

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

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.

Crushing despair counters and dispels good hope.

CURE SERIOUS WOUNDS - LEVEL 3 BARD

Casting Time 1 standard action

3d8 +1 per caster level

CURE MODERATE WOUNDS - LEVEL 2 BARD

Casting Time 1 standard action
2d8+1 per caster level

INVISIBILITY - LEVEL 2 BARD

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 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.

CURE LIGHT WOUNDS - LEVEL 1 BARD

Casting Time 1 standard action

HIDEOUS LAUGHTER (DC 16) - LEVEL 1 BARD

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. 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.

SILENT IMAGE (DC 15) - LEVEL 1 BARD

Casting Time 1 standard action

Components V, S, F (a bit of fleece)

Range long (400 ft. + 40 ft./level)

Effect visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration concentration

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

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.

FIGURINE OF WONDROUS POWER - SILVER RAVEN

This silver figurine turns into a raven on command (but it retains its metallic consistency, which gives it hardness 10). Another command sends it off into the air, bearing a message just like a creature affected by an animal messenger spell. If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic Abilities. It can maintain its non-figurine status for only 24 hours per week, but the duration need not be continuous.

BESTOW CURSE (DC 14)

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration permanent

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

You place a curse on the subject. Choose one of the following.

–6 decrease to an ability score (minimum 1).

–4 penalty on attack rolls, saves, ability checks, and skill checks.

Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Bestow curse counters remove curse.