

# Adventures Dark and Deep™



## The Bard

By Joseph Bloch

The bard is a performer; a minstrel, jongleur, poet, and storyteller all rolled into one. Bards are able to cast spells through their songs, and have some skill at thievery as well. In addition, they are, or can become, repositories of lore and languages, picking up snippets of odd knowledge here and there in the form of rhymes, songs, legends, etc., which may become useful in the most unexpected of circumstances.

Note that this is an extract of the **ADVENTURES DARK AND DEEP™** Players Manual. It is not needed to play the game. It is provided as a convenience for players at the table, providing the essential rules and spell descriptions needed to play the class. It is also perfectly suited for those who wish to introduce mountebanks into other old-school games without needing to purchase the entire **ADVENTURES DARK AND DEEP™** Players Manual.

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## The Bard

*Being an extract of the core rules to allow for convenient lookup of necessary information for players playing a bard PC.*

Authored by Joseph Bloch

*Based on and inspired by the original work of E. Gary Gygax, David Arneson, David "Zeb" Cook, Monte Cook, Jeff Grubb, Robert Kuntz, Kim Mohan, Dave Newton, Douglas Niles, Jon Pickens, Jonathan Tweet, James Ward, Skip Williams, and Steve Winter.*

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With the kindest assistance of...

*...a multitude of volunteer playtesters, proofreaders, and editors who helped polish the early drafts of this manuscript into the version you see today.*

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## Dedicated to E. Gary Gygax, who gave us the game

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# The Bard

The bard is a performer; a minstrel, jongleur, poet, and storyteller all rolled into one. Bards are able to cast spells through their songs, and have some skill at thievery as well. In addition, they are, or can become, repositories of lore and languages, picking up snippets of odd knowledge here and there in the form of rhymes, songs, legends, etc., which may become useful in the most unexpected of circumstances.

Both dexterity and charisma must be at least 14 to play a bard; if both are greater than 15, the bard will receive a 10% bonus to all experience points earned. Bards use 6-sided hit dice to determine hit points, and can wear any sort of armor type up to chain mail.

Bards may be of any non-lawful alignment. Bards who become lawful lose all spellcasting abilities, and will no longer improve their skills in those abilities that they have in common with thieves or sub-classes of thieves. Bards can be human, half-elf, elf, halfling, or gnome.

Bards have the following powers and abilities:

- Verbal patter
- Spell use
- Lore
- Listen at doors
- Hide in shadows
- Sleight of hand
- Musical instrument

Bards may use the following armor: cuirass (any), furs, gambeson, lamellar (any), ring armor, brigandine, scale armor (any), mail (but only if enchanted or elfin in nature). They may only become proficient in the following weapons: club, dagger, dart, garrot, javelin, knife, lasso, sap, scimitar, sling, spear, quarterstaff, bastard sword, broad sword, falchion, long sword, short sword. Those using weapons in which they are not proficient will suffer a -3 penalty "to hit".

Bards advance in experience levels according to the following table:

**TABLE 1: BARD LEVEL ADVANCEMENT**

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d6
2,500	2	2d6
5,000	3	3d6
12,500	4	4d6
25,000	5	5d6
50,000	6	6d6
100,000	7	7d6
200,000	8	8d6
400,000	9	9d6
650,000	10	10d6
900,000	11	10d6+2

For every level above 11th, the bard requires an additional 250,000 experience points to advance. The bard gains 2 hit points for each level earned past the 11th.

Bards begin the game with 2d6x10 g.p.

## Verbal patter

Verbal patter is the term used to describe those skills possessed by the bard, which he uses to both entertain and influence his audiences. While engaging in verbal patter, the bard cannot cast spells. Combat is still allowed.

**TABLE 2: BARD VERBAL PATTERN**

Bard Level	Attend	Inspire	Entertain, Distract, Distrust	Trust
1	40%	30%	20%	10%
2	45%	35%	25%	15%
3	50%	40%	30%	20%
4	55%	45%	35%	25%
5	60%	50%	40%	30%
6	65%	55%	45%	35%
7	70%	60%	50%	40%
8	75%	65%	55%	45%
9	80%	70%	60%	50%
10	85%	75%	65%	55%
11	90%	80%	70%	60%
12	95%	85%	75%	65%

**TABLE 3: CHARISMA ADJUSTMENT FOR VERBAL PATTERN**

Charisma	Attend	Inspire	Entertain, Distract, Distrust	Trust
16	5%	-	10%	-
17	10%	-	15%	5%
18	15%	-	20%	10%
19	20%	-	25%	15%

Note that all of these abilities are verbal in nature, and therefore require that the target (audience) can understand what is being said! The game master should use discretion in assigning bonuses or penalties to these abilities, based on the specific circumstances involved; i.e., a drunken and hostile crowd might be particularly less likely to respond positively to a bard's efforts at persuading them to believe something, etc. Each use of these abilities requires one round; subsequent uses require additional rolls to succeed, but each gains a +5% chance to succeed if the one before it has been successful, to a maximum 95% chance of success. There are no racial bonuses for verbal patter.

**Attend:** The bard uses his or her powers of patter to grab the attention of the audience (or direct it to someone else) and get them to listen to what is being said and possibly agree with or at the very least understand it.

**Distract:** The bard substitutes one object of attention for another. For example, he could relate an amusing anecdote about the chief of the palace security, distracting a guard enough for a companion to slip away unnoticed.

**Distrust:** The bard uses his clowning to attempt to point out something dishonest or otherwise disreputable in the target's behavior or history. If successful, the audience takes on the dimmest possible view of the target's intentions and actions.

**Entertain:** The bard attempts to occupy the attention of an audience with jokes, comedy, and amusing yarns. The audience, if the roll is successfully made, will respond with laughter, chuckles, and a generally jolly attitude.

**Inspire:** With this ability, the bard attempts to bolster the morale and fighting élan of those around him. If successful, all those friendly to the bard within 40' will receive a bonus of 20% to their morale rolls and a +1 bonus to all "to hit", damage, and saving throw rolls. Note that the bard's charisma

morale adjustment is counted when determining a successful or failed morale check.

**Trust:** With this ability, the bard attempts to persuade the audience that a third party (not the bard himself) is worthy of the trust and faith of the audience. This will not mean automatic acceptance of anything he says, but it will certainly make him much more likely to be heeded.

## Spell use

Bards are able to cast magic spells in the form of songs, which they learn over the course of a lifetime of wandering and study. The number of spells that the bard can commit to memory at any given time is dependent on his level, as shown in the following table:

**TABLE 4: BARD SPELLS AVAILABLE BY LEVEL**

Level	Spell Level						
	1st	2nd	3rd	4th	5th	6th	7th
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	4	2	1	-	-	-	-
6	4	2	2	-	-	-	-
7	4	3	2	1	-	-	-
8	4	3	3	2	-	-	-
9	4	3	3	2	1	-	-
10	4	4	3	2	2	-	-
11	4	4	4	3	3	1	-
12	4	4	4	4	4	1	-
13	5	5	5	4	4	2	1
14	5	5	5	4	4	2	2
15	5	5	5	5	5	3	3

Bards do not gain any additional spells after 15th level.

Bards do not use spell books to record their spell-songs; they memorize them as part of their training. However, before they can be used to create a magical effect, the bard must spend time in rehearsal and meditation at the beginning of the day, similar to the time taken by a mage or cleric to memorize or pray for a spell.

All bard spells are actually sung. As such, they require the use of the bard's instrument; see below for details. Spells that do not list "gestures" as a requirement still require that the bard's instrument be played in order to affect the spell. If the bard's instrument is not available, there is a base 25% chance that the spell will have no effect whatsoever. Naturally, once a bard takes "voice" as an instrument, he is then able to sing his spells *a cappella*, and the 25% failure chance no longer applies. Almost all musical instruments require both hands to play properly. See "musical instrument", below, for more information. Bards never require material components to cast their spells, unless explicitly stated in the spell description.

Many bard spells will have a casting time listed, but their duration is dependent on how long the incantation is maintained. What this means is that the spell's effect will begin at the end of the casting time, but will endure as long as the bard continues to sing. Unless otherwise stated in the spell description, a bard is able to maintain such spell-singing for as long as one hour plus one hour per experience level.

It is not normally possible to tell when a bard is actually casting a spell. Assuming that he is just singing some song, the transition into spellcasting (or completing such a spell) is undetectable except by its effects. Other bards, of course, can tell when such a spell has been cast. This makes bards especially

effective in situations where their song-singing talents are normally employed, such as inns and taverns, banquets, courtly affairs, etc.

Bards add to their repertoire by listening to the spell-songs of other bards. This can be done in an adversarial situation, where another bard is singing "against" the bard and his party, or when another bard is singing on the same side as the bard who wishes to learn. The learner need not be able to cast the spell himself in order to memorize it; he simply cannot cast it until he has achieved the necessary experience level. However, it is necessary for the listener to concentrate solely on the spell being cast; he cannot himself be singing, fighting, etc. while doing so. If he takes damage during the process, he must make a successful saving throw vs. spells in order to even have a chance to memorize the spell. There is a base 30% chance of the bard being able to add such a spell to his repertoire. This chance is adjusted as follows:

**TABLE 5: BARD LEARNING SPELLS, ADJUSTMENTS**

Circumstance	Adjustment to chance to learn the spell
Each point of intelligence of the learner above 14	+1%
Each level difference between the learner and the singer	±5%; if the learner is higher, this is a bonus, if not, it is a penalty

Example: Marcus the Singer is in combat against a party who includes amongst its ranks the evil Stephen the Rhymer. Marcus is 6th level (and has a 16 INT) and Stephen is 7th level. Stephen begins singing a 3rd level spell, which Marcus wants to add to his own repertoire. Marcus has a 30% base chance, plus 2% for his intelligence score, minus 5% for the level difference between himself and Stephen, for a total of 27%.

Bards begin with a repertoire of four spells, rolling randomly from the following two lists (roll twice on each list, re-rolling duplicates):

**TABLE 6: BARD INITIAL SPELLS**

Die Roll (d10)	List A	List B
1	Alter Animal	Calmness
2	Alter Plant	Disgust
3	Bless	Dry
4	Climb	Friends
5	Cure Animal Wounds	Haunting Dream
6	False Trail	Message
7	Jump	Perception
8	Sharp Note	Ready Spell
9	Sleep	Resist Cold
10	Wizard Lock	Ventriloquism

**TABLE 7: BARD ABILITIES**

Bard Level	Lore	Hide in Shadows	Listen at Doors	Read Languages	Sleight of Hand
1	5%	-	10%	20%	35%
2	10%	-	10%	25%	40%
3	15%	10%	15%	30%	45%
4	20%	15%	15%	35%	50%
5	25%	20%	20%	40%	55%
6	30%	25%	20%	45%	60%
7	35%	31%	25%	50%	65%
8	40%	37%	25%	55%	70%
9	45%	43%	30%	60%	75%
10	50%	49%	30%	65%	80%
11	55%	56%	35%	70%	85%
12	60%	63%	35%	75%	90%
13	65%	70%	40%	80%	95%
14	70%	77%	40%	85%	100%
15	75%	85%	50%	90%	105%
16	80%	93%	50%	90%	110%

17	85%	99%	55%	90%	115%
18	90%	99%	60%	90%	115%

**TABLE 8: DEXTERITY ADJUSTMENT FOR BARD ABILITIES**

Dexterity Score	Hide in Shadows*	Sleight of Hand
9	-10%	-10%
10	-5%	-5%
16	±0%	+5%
17	+5%	+10%
18	+10%	+15%
19	+12%	+20%
20	+15%	+23%
21	+18%	+26%
22	+20%	+29%
23	+23%	+32%
24	+25%	+35%
25	+30%	+38%

\* Note that dexterity bonuses do not apply to hide in shadows if any sort of armor other than leather (or none) is worn.

**TABLE 9: RACIAL ADJUSTMENT FOR BARD ABILITIES**

Race	Hide in Shadows	Listen at Doors	Read Languages	Sleight of Hand
Elf	+10%	+5%	-	+5%
Gnome	+5%	+10%	-	+5%
Half-Elf	+5%	-	-	+5%
Halfling	+15%	-	-5%	-

**TABLE 10: ARMOR ADJUSTMENT FOR BARD ABILITIES**

Armor Worn	Hide in Shadows	Listen at Doors	Sleight of Hand
None	+5%	±0	+5%
Leather cuirass or lamellar	±0	±0	±0
Elven mail	-10%	-5%	-20%
Brigandine or Lamellar	-20%	-10%	-30%
Mail	-30%	-15%	-40%

**Lore:** Bards pick up bits of arcane and otherwise obscure knowledge like magpies. A bard has a base 5% chance per experience level of being able to identify the basic properties of enchanted weapons, armor, shields, rings, wands, rods, and the like. Singular items, such as artifacts or relics, have double the normal chance of being identified. *Cursed* items that look like non-cursed items (such as a *scarab of enraging enemies*, *amulet of*

*inescapable detection*, etc.) have a 60% chance of being misidentified as being of beneficial type.

**Hide in shadows:** Beginning at third level, bards are able to make themselves practically disappear under the proper circumstances. Obviously, it is not a skill that can be practiced in the middle of a courtyard in glaring sunlight, but in the twisting streets of a town lit only by torchlight, or in the deep passageways of a dungeon complex, the bard is able to render himself motionless while blending into the shadows.

**Listen at doors:** Bards are able, through careful practice, to discern voices and other sounds by listening at doors, windows, and similar portals. This comes from the bard’s innate ear for sounds and languages. It requires that the ear be pressed against the door.

**Read languages:** Beginning at 4th level, bards are able to make out many written languages (but note that this does not apply to hearing or speaking). This is an ability that is picked up in the study of treasure maps, diagrams, and similar items.

**Sleight of hand:** Sleight of hand allows the bard to perform minor feats of prestidigitation; palming, ditching, and switching small objects.

**Musical Instrument**

All bards are proficient in the use of one musical instrument at first level. This instrument is required for them to use their verbal patter abilities or to cast spells properly; there is a 25% chance of failure over and above any other chance if the instrument is missing or otherwise unavailable for play. For every 2 levels, the bard may select a proficiency in another instrument. At 6th level, the bard may select “voice” as his instrument, and thus be able to use his abilities *a cappella* with no penalty.

Although each campaign will have different specifics, some popular musical instruments from Medieval Europe include: drum, harp, lyre, trumpet, lute, mandolin, cornamuse, dulcimer, dulcian, gamba, gemshorn, harpsichord, hirtenschalmei, bagpipe, hurdy-gurdy, kortholt, recorder, zink, organetto, psaltery, racket, rebec, sacbut, flute, viol, and bladder pipe.

These instruments count as skill levels in the “music” skill, with the appropriate instrument or voice (see the **Adventures Dark and Deep™** Players Manual for details).

# Spells Lists by Class and Level

TABLE 11: BARD SPELLS BY LEVEL

	First Level	Second Level	Third Level
1	Alter Animal	Alter Self	Animal Friendship
2	Alter Plant	Animal Fear	Comfortable Refuge
3	Bless	Bind	Distraction
4	Calmness	Birdsong	Easy Travels
5	Climb	Enhance Beverage	Fear
6	Cure Animal Wounds	Enhance Food	Fly
7	Disgust	Enhance Image	Fresh Air
8	Dry	Far Wandering	Fumble
9	False Trail	Gust of Wind	Haste
10	Friends	Healing Sleep	Martial Arts
11	Haunting Dream	Knock	Neutralize Poison
12	Jump	Levitate	Remove Paralysis
13	Message	Lucky Draw	Resist Charm
14	Perception	Predict Weather	Shillelagh
15	Ready Spell	Refresh	Shout
16	Resist Cold	Remove Fear	Song of Combat
17	Sharp Note	Resist Fire	Spectral Force
18	Sleep	Social Grace	Water Breathing
19	Ventriloquism	Spike Growth	Weakness
20	Wizard Lock	Tiny Hut	Whispering Wind

	Fourth Level	Fifth Level	Sixth Level	Seventh Level
1	Awestruck	Dig	Affect Normal Fires	Animal Summoning I
2	Depression	Improved Fear	Avalanche	Bridge
3	Detect Invisibility	Inspiration	Bonhomie	Cacophony
4	Distance Distortion	Invisibility	Control Winds	Charm Monster
5	Emotion	Irresistible Dance	Fascinate	Conjure Fire Elemental
6	Fetter	Maze	Fog Cloud	Control Weather
7	Hallucinatory Forest	Polymorph Other	Mass Invisibility	Dancing Weapon
8	Interrupt Concentration	Song of War	Sonic Blast	Enveloping Flame
9	Pass Without Trace	Sympathy	Teleport	Gale
10	Polymorph Self	Volley of Javelins	Veil	Teleport Other
11	Song of Battle	Wall of Force	Veil of Shadows	Volley of Icicles
12	Steadfast Mount	Wall of Thorns	Volley of Arrows	Wind Walk

## Spell Descriptions

### Affect Normal Fires

Level 6 bard spell (alteration)  
 Requires: incantation, gestures  
 Casting time: 6 seconds (1 segment)

This spell allows the caster to alter the size and light (but not heat) of a non-magical fire. Range is 5' per level of the caster. Fires as large as 3' in diameter can be affected, changing brightness from as dim as a match to as bright as sunlight. Naturally, any such change in size will affect the consumption of fuel (wood, torch, oil, candle wick) accordingly. Since heat is not affected, it is entirely possible to have a flame with the brightness of a candle but the heat of a campfire, etc.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell.

### Alter Animal

Level 1 bard spell (alteration)  
 Requires: incantation  
 Casting time: varies (see spell description)

This spell allows the caster to temporarily change one or more aspects of some animal. The target creature must be within 60' of the caster, and can only be a "natural" animal (pig, horse, hawk, salmon, etc.). Magical creatures, or monsters, are not affected.

Superficial changes can be affected by any caster in but the space of 1 minute. Such changes include changing color, adding fangs to a duck, or antlers to a jackrabbit, etc. As a rule, such changes will not add any attacks or other abilities to the animal; they are merely cosmetic (but nonetheless quite amazing to witness).

More substantive changes can be affected by this spell, but the extent of the change that can be affected is dependent on the level of the caster. With more time spent, and greater knowledge, a given animal can be fully transformed into another sort. Each such change will take 10 minutes to accomplish.

**TABLE 12: ALTER ANIMAL**

Minimum Level	Change Possible	Example
2	carnivore/herbivore	fox → rabbit
3	larger/smaller/lighter/heavier	rabbit → horse
4	faster/slower	horse → cow
5	quadruped/biped	cow → monkey
6	mammal/avian/reptile/fish	monkey → lizard
7	chordate/arachnid/mollusk	lizard → octopus

The casting times are cumulative, and the changes will occur as the particular casting time has elapsed. Thus, after ten minutes, the fox would become a rabbit, and ten minutes later a horse, then a monkey, etc. The spell's effect will last for ten times as long as the spell took to cast, plus one hour per level of the caster.

**Alter Plant**

Level 1 bard spell (alteration)  
 Requires: incantation  
 Casting time: varies (see spell description)

This spell allows the caster to temporarily change one or more aspects of some plant. The target plant must be within 60' of the caster, and can only be a "natural" plant (oak tree, rose bush, strawberry plant, etc.). Magical plants, or monstrous plants, are not affected.

Superficial changes can be affected by any caster in but the space of 1 minute. Such changes include changing color, texture, adding thorns, etc. Size can be changed up to 10% per level of the caster. As a rule, such changes will not add any attacks or other abilities to the plant; they are merely cosmetic (but nonetheless quite amazing to witness).

More substantive changes can be affected by this spell, but the extent of the change that can be affected is dependent on the level of the caster. With more time spent, and greater knowledge, a given plant can be fully transformed into another sort. Each such change will take 10 minutes to accomplish.

**TABLE 13: ALTER PLANT**

Minimum Level	Change Possible	Example
2	small/large	tulip → rose
3	low/medium/tall	rose → willow
4	soft/hard	willow → oak
5	edible/non-edible	dandelion → potato
6	fruiting/non-fruiting	oak → apple
7	non-poisonous/poisonous	tomato → nightshade

The casting times are cumulative, and the changes will occur as the particular casting time has elapsed. Thus, after ten minutes, the tulip would become a rose, and ten minutes later a willow, then an oak, etc. Poison will cause a maximum of 1d6 h.p. of damage (save for no damage). The spell's effect will last for ten times as long as the spell took to cast, plus one hour per level of the caster.

**Alter Self**

Level 2 bard spell (alteration, illusion/phantasm)  
 Requires: incantation, gestures  
 Casting time: 12 seconds (2 segments)

This spell allows the caster to effect a semi-real change to his appearance. Not only can features be changed, but size as well (up to 50% smaller or larger). The caster can also choose the form of some animal or other creature, and take on the actual physical characteristics of that creature; wings allow flight (albeit two maneuverability classes below a "normal"

creature of the type), gills and fins allow movement underwater, etc. No special or additional attacks can be created through this spell, however, unless the caster has taken the time to become intimately familiar with a particular form. The spell lasts for 3d4 minutes plus 2 minutes per level of the caster, but the caster will not know beforehand exactly how long the spell will last.

**Animal Fear**

Level 2 bard spell (enchantment/charm)  
 Requires: incantation  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to create a zone some 60' in radius centered around himself. Any non-magical animals (horses, dogs, birds, snakes, etc.) within that zone will flee from the caster in panic, stopping some 1d3 minutes after they have left the zone. Magical creatures (basilisks, mimics, etc.) are not affected by the spell, and neither are creatures with an intelligence of 5 or higher.

**Animal Friendship**

Level 3 bard spell (enchantment/charm)  
 Requires: incantation, gestures, mistletoe, food  
 Casting time: 1 hour

This spell allows the caster to convince one ordinary animal that he is a friend. The animal in question must be within 10' of the caster when the spell is begun, at which point it rolls a saving throw vs. spells. If the save fails, the animal will remain for the full casting time, after which it will follow the caster. Befriended animals can be taught three simple tricks per point of intelligence (see the **ADVENTURES DARK AND DEEP™** Bestiary for specifics), such as might be taught to a dog. Each trick will take a week to teach the animal, and no new tricks can be taught after three months. If the creature is abandoned for more than three days, the effects of the spell will wear off. Only neutral "ordinary" animals (i.e., no monsters, giant animals, etc.) can be affected. Although the effect is permanent (except as noted above), the caster can only have a maximum number of befriended animals whose hit dice are equal to or less than twice his own level. Example: a 4th level bard could have 8 HD worth of animal friends. The spell requires a piece of mistletoe and some sort of food the animal would like, both of which are used up as the spell is cast.

**Animal Summoning I**

Level 7 bard spell (conjuration/summoning)  
 Requires: incantation, gestures, holy symbol  
 Casting time: 36 seconds (6 segments)

This spell enables the caster to call to service up to eight non-magical creatures that are within 120' per level of the caster. Thus, the spell could call wild dogs, eagles, etc., but not manticores or unicorns. The animals summoned cannot have more than 4 hit dice each. If none of the specified type of creature is within the spell's range, the caster may try up to two more times. They will stay and aid the caster any way they can, but will leave once the specific situation has been resolved (the caster is safe, the fight is over, the mission is accomplished, etc.). Typical animals that can be summoned by means of this spell include apes, badgers (inc. giant), bears, giant beavers, wild boars, bulls, camels, cattle, crocodiles, dogs, eagles, goats (inc. giant), herd animals, horses, hyenas, jackals, jaguars, leopards, giant lizards, lynxes (inc. giant), owls (inc. giant), snakes, giant weasels, wolves, and wolverines, but this is not a comprehensive list.

This spell cannot be cast underwater.

## Avalanche

Level 6 bard spell (alteration)

Requires: incantation, gestures

Casting time: 36 seconds (6 segments)

The effect of this spell is different depending on the surroundings, but the general effect is to create a sonic resonance that causes stone to crumble and tumble. Underground, it will cause the ceiling to collapse in an area 1 square foot per level of the caster, centered on a spot 10' distant per level of the caster. This will last for 1d3 rounds, doing 1d6 h.p. of damage to all creatures in the area of effect on the first round, 2d6 h.p. on the second round (if applicable), and 1d6 on the third round.

Outdoors, the spell will cause a small avalanche (in snow and ice conditions) or landslide (otherwise) as long as there are hills, cliffs, mountains, etc. in the vicinity (see the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit for full details on avalanches and landslides). Outdoors, the range is 10 yards per level of the caster, to a maximum of 100 yards.

## Awestruck

Level 4 bard spell (enchantment/charm)

Requires: incantation, gestures

Casting time: 4 minutes

This spell allows the caster to hold his target(s) in rapt attention. All creatures within a 30' radius of a spot centered on a point 60' distant can be affected. Each must make a saving throw vs. spells. Failure means they hold the caster in rapt attention for as long as he maintains the spell by playing his instrument and singing. Subjects so *awestruck* cannot speak or move, but suffering damage will break the spell.

## Bind

Level 2 bard spell (alteration)

Requires: incantation, gestures, rope or similar object

Casting time: 12 seconds (2 segments)

This spell enables the caster to command a length of rope (ribbon, cable, cord, string, twine, etc.) for up to 1 minute per level of the caster, as long as the rope is within 30'. The rope thus ensorcelled can perform the following actions: coil (coil into a neat roll), coil & knot, loop, loop & knot, tie & knot; and uncoil, uncoil & unknot, etc. The rope can only move a maximum of 1', so it must usually be tossed next to some item or creature in order to tie itself around it, etc. The rope is never stronger than a creature's hold upon it, and most ropes will take 2 h.p. of slashing damage before being cut. The rope cannot be used to strangle a creature, but can be used to trip or slow the passage of other creatures.

## Birdsong

Level 2 bard spell (enchantment/charm)

Requires: incantation

Casting time: 24 seconds (4 segments)

This spell allows the caster to enchant all normal (non-magical and non-giant) birds within a 12' radius, causing them to flock to him in a friendly fashion, perch on and around him, etc. Once the birds have responded to the birdsong, the caster can ask one of the following services of them:

- Messenger. The birds will fly up to 1 mile per level of the caster, bearing a small message either tied to their leg or in their beak, which they will deliver to a specific person named. The general description of the desired recipient's location is required. Up to 6 separate messages can be so dispatched to different recipients. The caster must supply the notes himself.
- Guardian. The birds will perch nearby for 1 hour per level of the caster. If danger approaches visibly within 240', the birds will begin a cacophonous noise that will act as a warning. The birds, however, will regard the approach of any sort of predator, particularly one that feeds on birds, as such a threat.
- Defender. The birds will actively defend the caster against attack for 1 minute per level of the caster. Unless a larger, predatory bird is included in those answering the *birdsong* (2% chance unless otherwise noted), a flock of smaller birds will swarm around a single enemy, rendering him effectively blind, unable to cast spells, and with a -4 penalty "to hit." No dexterity bonus is allowed in such a circumstance. If the target of the flock of birds has no such bonus, he will receive a penalty of 1 on his armor class.

## Bless (Curse)

Level 1 bard spell (conjunction)

Requires: incantation, gestures, holy/unholy water

Casting time: 1 minute

The *bless* spell allows the caster to grant his allies a +1 on their rolls "to hit" in combat and +1 on their morale rolls. The area of effect is a 50' diameter circle centered on a point up to 60' distant from the caster, and the effect of the spell lasts for 6 minutes. Those already engaged in combat do not receive the effects of a *bless* spell. When the reverse of the spell (*curse*) is used, enemies in the area of effect receive a -1 "to hit" and -1 on their morale rolls. The reverse of the spell uses unholy water as its material component, rather than holy water. There is no saving throw.



## Bonhomie

Level 6 bard spell (enchantment/charm)

Requires: incantation

Casting time: 72 seconds

This spell allows the caster to create a welling-up of good will and warm feelings in a crowd. All those within 120' of the caster can be affected; each is entitled to a saving throw vs. spells. Success indicates that the spell has no effect, but only another bard will recognize the fact that a spell has been cast



at all. Naturally, to be effected, the listeners must be able to understand the caster. Those who fail their saving throw will be effected as follows:

- Be well-disposed towards the caster and his companions. This will be reflected in a +20% reaction adjustment, and similar bonuses to other social interaction rolls (or +4, where applicable). Such bonuses do not apply to the other effects of this spell, however.
- If called upon to join some enterprise, or contribute to some cause, they will do so. They will join for a number of hours equal to the level of the caster. Calls to join undertakings which will likely result in loss of life or liberty, exhortations for relatively large amounts of cash or other contributions, etc. will result in those listening getting a +4 bonus to their saving throws. Obviously suicidal or penurious requests will result in automatic failure; the game master should exercise his judgment.
- Those under the kindly influence of the caster will receive a +2 bonus to all saving throws vs. fear, despair, catatonia, etc. Those already under the influence of such effects are entitled to a new saving throw, if they had one to begin with.

**Bridge**

Level 7 bard spell (evocation)  
 Requires: incantation  
 Casting time: 84 seconds

This spell calls into being a physical bridge some 5 yards in width. Its length will be 1 yard per level of the caster. Note that the bridge must have secure points on either side upon which it can rest. Any difference in height between the two ends of the bridge cannot exceed 10% of its length; thus a bridge 14 yards long could go up/down no more than a total of 4' or so, lest the bridge itself be unstable and collapse when any weight was placed upon it. The bridge will be able to hold 100 lbs. per level of the caster. The bridge will remain for as long as the caster continues the spell; once he ceases, it will begin to dissolve, losing 100 lbs. of capacity per minute (i.e., a number of minutes equal to the level of the caster). When the entire capacity is lost, the bridge will crumble into nothingness.

**Cacophony (Harmony)**

Level 7 bard spell (abjuration)  
 Requires: incantation  
 Casting time: 84 seconds

This spell creates a loud and cacophonous noise that is especially harmful to creatures of evil alignment and the denizens of the lower planes. All creatures within 120' must make a saving throw or be affected. All creatures within 60' of the caster are not entitled to a saving throw (magic resistance does apply). Those affected suffer the following effects. Note that a lack of understanding, or even a lack of hearing, does not impact this spell's effect.

- Creatures of evil alignment take 1d6 hit points of damage per minute.
- Creatures linked to the negative plane, or the undead, take 2d6 hit points of damage per minute.
- Creatures native to the lower planes, such as devils, demons, and daemons, take 3d6 hit points of damage per minute.

The reverse of the spell, *harmony*, will affect creatures of good alignment, or from the upper planes, in a manner similar to that indicated above.

**Calmness**

Level 1 bard spell (abjuration)  
 Requires: incantation  
 Casting time: 12 seconds (2 segments)

This spell allows the caster to instantly remove any sort of magical or mundane fury, rage, or anger in all creatures within a 10' radius. Those who actively rely on such feelings, such as berserkers, are entitled to a saving throw vs. spells. Note that this may or may not have an effect on those in combat, depending on the circumstances.



**Charm Monster**

Level 7 bard spell (enchantment/charm)  
 Requires: incantation, gestures  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to convince one or more creatures that the caster is a trusted friend who should be protected and well treated. The creature(s) so charmed are not mindless automatons; they will act like friends, not slaves, and any overtly hostile act against the target will negate the spell instantly. The target(s) must be within 60' of the caster, and the number of creatures affected depends on how many hit dice/experience levels they have:

**TABLE 14: CHARM PERSON NUMBER AFFECTED**

Hit Dice/Level	Number Affected
1	2-8
2	1-4
3	1-2
4+	1

Creatures targeted by this spell get a saving throw vs. spells to avoid its effects. The game master should check each week (in game-time) to determine whether or not the charm effect has dissipated; the chance for the spell to be broken is also dependent on the number of hit dice or experience levels they possess:

**TABLE 15: CHARM MONSTER WEARING OFF**

Hit Dice	Level	% Chance of Spell Wearing Off
1-2	1	5%
3	2	10%
4	3	15%
5-6	4	25%
7	5	35%
8	6	45%
9-10	7	60%
11-12	8	75%
13+	9	90%

**Climb**

Level 1 bard spell (alteration)  
 Requires: incantation  
 Casting time: 12 seconds (2 segments)

This spell allows the caster to imbue one person within a 10' radius with the ability to climb walls as if he were a thief of his experience level, and/or climb cliffs and trees as if he were a barbarian of the same level. The effect will last for 10 minutes per level of the caster.

**Comfortable Refuge**

Level 3 bard spell (evocation)  
 Requires: incantation  
 Casting time: 36 seconds (6 segments)

This spell calls into existence a pavilion-style tent some 20' in diameter (so up to 15 persons including the caster can be within). It will remain in force up to 1 hour per level of the caster, and will maintain a constant temperature within of 70 degrees Fahrenheit regardless of the temperature outside. The sphere will also provide protection against winds up to 100 miles per hour. It will not defend against spells, arrows, or other forms of attack, but vermin and other animals cannot enter the tent except at the discretion of the caster. The tent will remain if the caster leaves it, but only for half the normal time.

**Conjure Fire Elemental (Dismiss Fire Elemental)**

Level 7 bard spell (conjuration/summoning)  
 Requires: incantation, gestures, holy symbol  
 Casting time: 6 minutes

This spell opens up a conduit to the elemental plane of fire, summoning forth some inhabitant of that fiery realm, which will appear up to 80' away from the caster:

**TABLE 16: CONJURE FIRE ELEMENTAL**

Die Roll (d%)	Elemental Conjured
01-85	Fire elemental (16 hit dice)
86-94	2-4 salamanders
95-98	Efreeti
99-00	Fire elemental (21-24 hit dice)

The conjured elemental being will remain for 10 minutes per level of the caster, and will serve the caster's wishes, including fighting his enemies (if called upon to do so). A *dispel magic* spell will send the conjured elemental back to its home plane. The reverse of the spell, *dismiss fire elemental*, will enable the caster to instantly send such an elemental creature back to the

plane of fire. See the **ADVENTURES DARK AND DEEP™** Bestiary for details on these creatures.

This spell cannot be cast underwater.

**Control Weather**

Level 7 bard spell (alteration)  
 Requires: incantation, gestures, wood, earth, and water  
 Casting time: 10 minutes

This spell allows the caster to effect changes in the weather. For purposes of this spell, the weather is measured along three different axes: cloud cover and precipitation, temperature, and wind:

**TABLE 17: CONTROL WEATHER (AXES OF CONTROL)**

Cloud Cover & Precipitation	Temperature	Wind
Very clear	Sweltering	Dead calm
Clear	Hot	Calm
Light clouds / hazy	Warm	Light breeze
Partly cloudy	Cool	Light wind
Heavy clouds	Cold	Strong wind
Fog	Bitter cold	High wind
Mist / light rain or snow / small hail		Gale
Heavy rain or snow / large hail / driving sleet		Storm
		Hurricane

By means of this spell, a caster is able to move the weather one "level" along each of the three measures. Thus, a clear day can be made hazy, a cold day cool, and a high wind turned into a gale. More dramatic effects can, of course, be engendered by simply casting the spell several times in succession.

Unlike most other spells, the duration and area of effect of this spell are determined randomly:

**TABLE 18: CONTROL WEATHER (AREA AND DURATION)**

Caster Is a...	Area of Effect	Duration of Effect
Cleric	4d4 square miles	4d12 hours
Druid	4d8 square miles	8d12 hours
Mage	4d4 square miles	4d6 hours

Note that contradictions are not possible, even by means of this spell; you can't have snow on a sweltering day, or fog with a strong wind.

This spell cannot be cast underwater.

**Control Winds**

Level 6 bard spell (alteration)  
 Requires: incantation, gestures, holy symbol  
 Casting time: 42 seconds (7 segments)

This spell allows the caster to either increase or decrease the speed of any winds or breezes within 120' per experience level (the area will move with the caster). Wind speeds may be altered by up to 3 miles per hour per level of the caster. The spell will remain in effect for 10 minutes per level of the caster. Some effects of high winds include:

**TABLE 19: CONTROL WINDS**

Speed	Effect
-------	--------

30+ mph	Small flying creatures cannot fly, missile weapons near-impossible to use, sailing difficult
45+ mph	Medium flying creatures cannot fly, some ship damage
60+ mph	Nothing can fly, small trees uprooted, roofs destroyed, could capsize or sink ships, etc.
75+ mph	Hurricane; destroys all but the strongest stone buildings, ships are sunk

Changes in wind speed are not immediate; every 3 mph change takes one minute to complete; thus changing the winds from 5 mph to 35 would take 10 minutes. The area immediately around the caster (in a 40' radius) will be calm, but if the spell is used underground, this calm "eye" will be proportionately smaller, depending on the maximum area of effect of the spell compared to the available space underground.

This spell cannot be cast underwater.

### Cure Animal Wounds

Level 1 bard spell (necromantic)  
 Requires: incantation  
 Casting time: 12 seconds (2 segments)

This spell allows the caster to cure 1d6 h.p. of damage on any single non-magical or non-giant animal within 10'. The creature cured can never receive more hit points than its normal total by means of this spell. The spell will not cure diseases or other maladies, only physical damage such as that caused by weapons, falls, etc. People (humans, elves, orcs, dwarves, goblins, etc.) and magical creatures (unicorns, medusas, manticores, etc.) are not affected.

### Dancing Weapon

Level 7 bard spell (evocation)  
 Requires: incantation  
 Casting time: 84 seconds

This spell allows the caster to cause weapons to "dance", that is, fight as if they were being wielded by a person, when in fact they are simply moving about in mid-air. Only melee-type weapons can be so animated; missile weapons such as bows cannot be, nor can weapons such as daggers be hurled in the conventional sense. One weapon can be so animated per 4 levels of experience of the caster; if an enchanted weapon is to be animated, it counts as two weapons. The spell can be used to animate an enemy's weapon; if so, the enemy is entitled to a saving throw vs. spells. Once the casting time is complete, the weapon(s) will animate, and will remain so and under the direction of the caster until the magic is dispelled or the caster stops his casting. The weapons in question must be within a 30' radius of the caster and remain within that radius.



### Depression

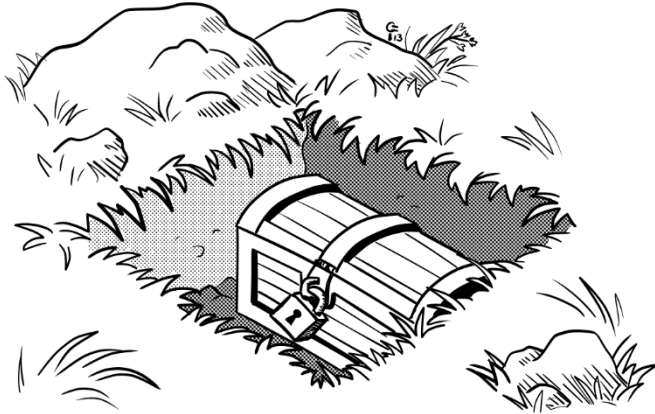
Level 4 bard spell (enchantment/charm)  
 Requires: incantation, gestures  
 Casting time: 48 seconds (8 segments)

This spell will cause all those within its area of effect who fail a saving throw vs. magic to fall into a deep and profound depression. Any course of action will seem hopeless, the odds against them too terrible to ever be overcome, etc. They will cease fighting (or not start fighting), not continue any journey, complete any task, etc. Even spellcasting will be disrupted (or, if applicable, spells requiring concentration will be abandoned in the general sense of hopelessness. The spell will continue for as long as the caster concentrates, plus 1 minute per level of the caster.

### Detect Invisibility

Level 4 bard spell (divination)  
 Requires: incantation, gestures, talc, powdered silver  
 Casting time: 12 seconds (2 segments)

This spell allows the caster to see any object which is invisible, hidden, astral, phased, ethereal, concealed, etc. This detection is done in a "beam" in front of the caster 10' long per level of the caster and 10' wide. The spell lasts for 5 minutes per level of the caster, and requires a pinch of talc and powdered silver, both of which are used up in the casting.



**Dig**

Level 5 bard spell (alteration)  
 Requires: incantation, gestures, miniature bucket and shovel  
 Casting time: 24 seconds (4 segments)

This spell creates a cube-shaped hole some 5' on a side (125 cubic feet) each minute, in dirt, sand, or mud (it will not function against rock). The material from the hole is evenly spread around the rim of the hole. Anyone or anything at the edge of the pit must roll his dexterity score or less on 1d20 to avoid falling in; anyone under whom the pit was dug will automatically fall in. The caster has a choice to either dig a new hole or continue digging in an already-begun hole; if the latter, there is a chance that the walls will collapse, depending on the type of ground it is dug in:

**TABLE 20: DIG**

Soil Type	Chance of Collapse per Additional 5' Depth
Dirt	15%
Sand	35%
Mud	55%

When directed against earthworks and similar fortifications dug into or made from earth, the spell will also cause 100 h.p. of damage.

One such hole can be dug each minute, and the spell will last for 1 minute per experience level of the caster. It requires a miniature shovel and bucket, which must be held while the holes are dug, and which disappear after the spell is complete.

**Disgust**

Level 1 bard spell (enchantment/charm)  
 Requires: incantation, gestures  
 Casting time: 12 seconds (2 segments)

This spell will cause all creatures within 10' plus 1' per level of the caster to appear disgusting and revolting to outside observers. This will have the effect, in most circumstances, of making such observers actively avoid looking at those affected. Note that this will not be the case in all circumstances; guards would not let such disgusting creatures into the king's throne room, for instance; nor are those affected truly invisible. They are merely severely unpleasant to behold and will thus be unnoticed. The spell will last for as long as the caster is concentrating, plus 1 round per level of the caster.

**Distance Distortion**

Level 4 bard spell (alteration)  
 Requires: incantation, gestures, clay  
 Casting time: 36 seconds (6 segments)

This spell requires that the caster previously conjure an earth elemental by some means (the elemental will not be hostile once it is informed that its presence is required only for the *distance distortion* spell). This spell allows the elemental to warp the dimensions of the area so as to make it appear as only half as long, or twice as long, as its actual distance. Thus, a corridor 200' long and 10' wide could be made to appear 5' wide and 100' long, or 20' wide and 400' long. The area will radiate magic if detected for, and *true seeing* will reveal the presence of the elemental. The spell requires a bit of soft clay, in addition to whatever is required to summon the earth elemental.

This spell cannot be cast underwater.

**Distraction**

Level 3 bard spell (enchantment/charm)  
 Requires: incantation, gestures  
 Casting time: 18 seconds (3 segments)

This spell allows the caster to direct the attention of all those looking at him to some point within 10' per level of the caster, simply by pointing his finger and uttering the quick charm. The distraction will last for only 6 seconds (1 segment) per level of the caster, and any creature with more than 1 hit die or 1 experience level or an intelligence score of 8 or more, is entitled to a saving throw vs. spells.

**Dry**

Level 1 bard spell (abjuration)  
 Requires: incantation, gestures  
 Casting time: 6 seconds (1 segment)

This spell will remove moisture from an area up to 1 cubic yard. It cannot be used against living things, but can be used to dry clothes, herbs, wet ground, etc.

This spell cannot be cast underwater.

**Easy Travels**

Level 3 bard spell (alteration)  
 Requires: incantation  
 Casting time: 36 seconds (6 segments)

This spell allows the caster to, as long as he continues the spell, increase the overland marching speed of himself and his fellows by 20%. All must be within 120' of the caster, and mounted travel is affected the same as walking on foot. Note that the spell does not apply to travel by sea or underground, in cities, or in large buildings. It is not cumulative with other magical effects that increase overland travel speed, such as *horseshoes of speed*.

**Emotion**

Level 4 bard spell (enchantment/charm)  
 Requires: incantation, gestures  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to instill a particular emotion in all creatures within a 40'x40' area, centered on a point some 10' distant per level of the caster. Each creature in the area of effect is entitled to a saving throw; success means the spell has no effect. The caster must choose from one of the following emotive states, and the effect will remain until the caster stops concentrating:

- *Fear*: As per the spell *fear* (see p. 12), but the effect is not an illusion, and the saving throw is made with a -2 penalty.
- *Hate*: This emotive effect will give a +2 bonus to morale, saving throws, rolls "to hit", and damage.
- *Hopelessness*: This emotion will cause those activating it to either surrender or slink away mired in a cloud of despair and they will even obey commands to surrender or retreat unless they make a successful saving throw vs. magic. They will be in this state for 30 - 120 (3d4x10) minutes. Those affected by the *symbol* will either stand immobile (75% chance) or retreat sullenly (25% chance).
- *Love*: This emotion will cause the target to believe the object of his affection (chosen by the caster from those within visual range of the target, or the first person the target sees) is a friend who should be protected and whose advice is sound. It does not turn the subject into a mindless slave; a command to kill oneself would not be followed, for example. Physical harm will break the effect immediately.
- *Rage*: This emotion will cause an uncontrollable berserk rage, causing the recipient to fight without any regard for his own life and limb, tossing down any shield, and gaining +1 on all rolls "to hit", +3 to damage done, and a temporary increase of 5 hit points while the spell is in effect.

One emotion spell can be used to counter another. *Fear* will counteract *rage*, *hate* will counter *hopelessness*, and vice versa. The spell lasts until the caster's concentration is broken.

**Enhance Beverage**

Level 2 bard spell (alteration)  
 Requires: incantation  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to improve the quality and flavor of any beverage within 10'. Brackish water will be made pure, cheap wine will be made fine, etc. Even magical potions will have their effects and/or durations increased by 10% (although multiple applications of this spell will not be cumulative). The effect on ordinary drink will be permanent, but magical potions must be consumed within 1 hour per level of the caster or the effect will be lost (but the potion will be otherwise unaffected). The amount of liquid that can be affected by the spell depends on the sort of liquid.

**TABLE 21: ENHANCE BEVERAGE**

Liquid Type	Amount Affected
Water	1 gallon
Ale, beer, tea, etc.	1 quart
Wine	1 pint
Distilled liquor (whiskey, vodka, etc.)	1 cup
Magical potion	1 vial

The amounts indicated above are not cumulative; the spell will affect either a gallon of water or a quart of ale, etc. Note that liquids which are poisonous will still remain so, even after this spell is applied.

**Enhance Food**

Level 2 bard spell (alteration)  
 Requires: incantation  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to improve the quality, flavor, and nutritional value of any food within 10'. A bowl of dandelions will taste as the finest greens, a bowl of mush will be fully nutritious and completely pleasing to the palate and filling, etc. Note that the appearance (and, ultimately, physical substance) of the food is not affected. One meal per casting of the spell can be so affected. Those eating a meal consisting of *enhanced food* will also be cured of 1d3 hit points of damage.



**Enhance Image**

Level 2 bard spell (alteration)  
 Requires: incantation  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to actually change the outward appearance of himself and several companions, making them appear to be wearing clothing that is of a better sort than they actually are. The spell will also clean faces and hands, remove odor, coif hair, and so forth. A number of individuals can be affected equal to the level of the caster divided by two (rounded up), all of whom must be within 60' when the spell is being cast. The spell will last for as long as the caster maintains the incantation, plus a like amount of time after the incantation has been halted (thus, if a bard casts this spell on himself and his companions, and sings the incantation for 2 hours, the effects will remain for 2 hours beyond that point). It should be noted that this is not an illusion; the clothing and people are actually changed, so effects such as *true seeing*, *detect illusion*, etc. will not work. Those affected by the spell will dimly radiate magic, however.

**Enveloping Flame**

Level 7 bard spell (evocation)  
 Requires: incantation  
 Casting time: 84 seconds

This spell will cause either an object or creature to be enveloped in a sheath of living flame. If cast upon a creature, that creature will suffer no harm, nor will any damage come to an object upon which the spell has been cast. Only

a creature a maximum of 9' in height, or an object of similar size, can be affected, and it must be within 30' of the caster. Any creature touched by the enveloping flame will suffer 1d6 h.p. of fire damage, flammable objects will be set alight, etc. Cold-based creatures will suffer an additional 3 h.p. of damage per hit. The flame will last for 1 minute per level of the caster, once the casting time has been reached.

### False Trail

Level 1 bard spell (illusion/phantasm)  
Requires: incantation  
Casting time: 12 seconds (2 segments)

This spell allows the caster to not only obscure his trail and that of his companions, but also to set forth a false trail to confuse would-be pursuers and set them in the wrong direction. Up to 1 person's trail per level of the spell can be obscured by means of this spell; horses and similar mounts count as 2 people for this purpose. The caster is able to set a false trail, which begins at the point where the casting began, and which leads off in the direction and manner chosen by the caster for as long as he continues the casting. For example, if a bard begins to cast the spell, and maintains his song for 20 minutes, the false trail that is created will be as long as it would have taken him to travel for 20 minutes, after which time the trail will end. In any case, the false trail will disappear when dispelled, disbelieved, or after 1 hour per level of the caster.

### Far Wandering

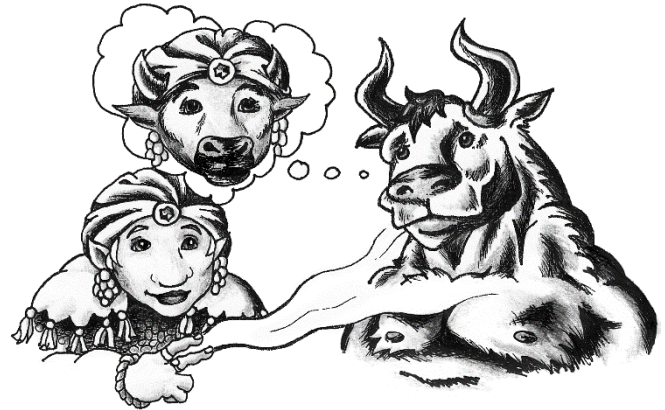
Level 2 bard spell (alteration)  
Requires: incantation  
Casting time: 24 seconds (4 segments)

This spell allows the caster to increase the time that he and his companions can travel overland without resting by 20%. This does not increase the speed with which they travel, but does allow them to travel longer. The caster must be able to continue his song while traveling, or the effect is lost. Up to 1 person per level of the caster can be so affected; mounts count as 2 persons. Note that the spell does not apply to travel by sea or travel underground, in cities, or in large buildings.

### Fascinate

Level 6 bard spell (enchantment/charm)  
Requires: incantation, gestures  
Casting time: 12 seconds (2 segments)

This spell allows the caster to seem to be a trusted companion, lover, or other desired being, in order to gain the trust and love of the target creature. The creature to be *fascinated* must be within 30', and must have an intelligence score greater than 0. Note that the spell does not actually change the appearance of the caster. If the target fails a saving throw vs. spells, he will follow the caster around if possible, although not so far as to risk life and limb. The caster can make requests of the *fascinated* target, which must be obeyed if the caster makes a successful charisma check (i.e., rolling his charisma score or less on 3d6), but the game master may apply an adjustment of up to +6 if the requests are dangerous or even life-threatening. One such failed check is enough to end the spell, and the *fascinated* creature will be filled, in turn, with anger and rage. Otherwise the spell will last for a maximum of one day per point of charisma of the caster. Animals, on the other hand, will only remain *fascinated* for 1d4 days. Once the spell wears off, the subject will either attack (if poorly treated) or simply leave (if well treated), but if well treated there is a 2% chance per point of caster's charisma that the subject will remain of his own free will once the spell has worn off.



### Fear

Level 3 bard spell (illusion/phantasm)  
Requires: incantation, gestures, hen's heart or white feather  
Casting time: 24 seconds (4 segments)

This spell creates a powerful beam of panic and fear radiating out from the caster, some 60' long, 30' wide at the end, and 5' wide at the base. All creatures within the area of effect are entitled to a saving throw vs. spells; those that fail the saving throw will flee in blind panic for a number of minutes equal to the experience level of the caster, and have a 65% chance of dropping any items carried minus 5% per level/hit dice.

The spell requires either a hen's heart or a white feather, which are destroyed as the spell is cast.

### Fetter (Remove Fetters)

Level 4 bard spell (evocation) (abjuration)  
Requires: incantation  
Casting time: 48 seconds (8 segments)

This spell will bring into being a heavy-duty magical leg-iron to restrain an individual. Only a single creature can be so restrained (creatures with more than one pair of legs will find their hind legs restrained); while fettered, movement is limited to a maximum of 20' per minute while walking. The *fetters* will last for 1 hour for every minute the caster continues his incantation. They can be removed only if *dispelled* or at the will of the caster. A *knock* spell will be effective against *fetters*. The reverse of the spell, *remove fetters*, allows the caster to cause any bonds on his person to immediately loosen and free him. If cast by a bard, the use of a musical instrument is not required.

### Fly

Level 3 bard spell (alteration)  
Requires: incantation, gestures, feather  
Casting time: 18 seconds (3 segments)

This spell allows the caster to grant the power of flight to any creature by touch (including himself). The creature thus granted the power will move at up to 120' per minute, half that when gaining altitude, double it when descending in a dive. The spell will last for 10 minutes per level of the caster plus 10-60 additional minutes (the game master should roll to determine the exact duration, but the caster should not be told). The spell requires the feather from the wing of a bird, which is destroyed as the spell is cast.

If cast underwater, this spell will allow the target to swim at any depth at a maximum speed of 90' per minute, even if it would normally be too heavy to swim at all.

### Fog Cloud

Level 6 bard spell  
 Requires: incantation, gestures  
 Casting time: 12 seconds (2 segments)

This spell creates the illusion of a greenish mass of vapor that rolls and roils along the ground, and which will often be mistaken for a *cloudkill* spell. The *fog cloud* will take the form of a misty mass some 40' wide, 20' high, and 20' deep, moving along the ground at some 10' per minute. It will last for 4 minutes plus 1 minute per level of the caster. Anything in the cloud will have its vision obscured past 2', but no other ill effects will be forthcoming.

### Fresh Air

Level 3 bard spell (alteration)  
 Requires: incantation  
 Casting time: 36 seconds (6 segments)

This spell will create a zone of fresh breathable air in a 20' radius around the caster for as long as he continues the incantation, plus 1 minute per level. In this zone, no sort of poison gas will be effective.

This spell cannot be cast underwater.

### Friends

Level 1 bard spell (enchantment/charm)  
 Requires: incantation, gestures, chalk or flour, lampblack or soot, vermilion  
 Casting time: 6 seconds (1 segment)

This spell requires all creatures within 10' plus 10' per level of the caster to make a saving throw vs. spells. Those who fail their saving throw will see the caster as having 2-8 more points of charisma than he actually does, and will desire to ingratiate themselves with him and give him aid and friendship. Those who are successful in their saving throws will see the caster as having 1-4 points of charisma less than he actually does, and will distrust and dislike him. The effect lasts for 1 minute per level of the caster. The spell requires that the caster apply the chalk or flour, lampblack or soot, and vermilion to his face before the spell is cast.

### Fumble

Level 2 bard spell (enchantment/charm)  
 Requires: incantation, gestures, butter  
 Casting time: 24 seconds (4 segments)

This spell causes one creature to become incredibly ham-fisted and ungainly, tripping, dropping weapons and other things, and generally bumbling around. The target must be within 10' per experience level of the caster, and the effect will last for 1 minute per level. The affected creature is entitled to a saving throw; a successful save indicates that the target is merely slowed (moving and attacking at half the normal rate). Recovery from the effects of the spell (i.e., picking up a dropped object or picking oneself up after falling) will require a full minute to accomplish. The spell requires a bit of butter, which is destroyed in the casting.

### Gale

Level 7 bard spell (evocation)  
 Requires: incantation  
 Casting time: 84 seconds

This spell brings into being a sudden burst of very strong wind, a number of miles per hour in strength equal to the caster's level plus 30. At sea, this will wreck the sails of most ships, snapping the mast of a normal sailing ship 25% of the time. On the ground, this will have the effect of forming a cone some 120 yards long and 60' wide at the base, aimed from the caster in a direction of his choosing; creatures within that area will be blown back 2d12 feet and suffer 4d6 h.p. of damage. Creatures with less than 1d8 hit dice will be slain automatically. In the air, this will cause 5d6 h.p. of damage to all flying creatures, who will be blown back 4d12 yards and sent crashing to the ground. The gale itself will last only a minute or so.

### Gust of Wind

Level 2 bard spell (alteration)  
 Requires: incantation, gestures, legume seed  
 Casting time: 18 seconds (3 segments)

This spell creates a strong gust of air in the direction that the caster is facing. The gust will travel for 10' per experience level of the caster, and will put out small open flames such as candles and torches. Lanterns have a chance equal to 5% per level of the caster of also being put out. Large flames will be fanned 1-6' in the direction of the gust, and have an effect on flying creatures flying into the gust, depending on their size:

TABLE 22: GUST OF WIND

Size	Effect
Small	Forced back 10-60'
Medium	Held in place
Large	Movement speed halved

The legume seed is destroyed in the casting of the spell.

This spell cannot be cast underwater.

### Hallucinatory Forest (Dispel Hallucinatory Forest)

Level 4 bard spell (illusion/phantasm)  
 Requires: incantation, gestures, holy symbol  
 Casting time: 36 seconds (6 segments)

This spell allows the caster to create a perfect illusion of a wooded area, covering one square per level of the caster 120' on a side (thus, a 10th level bard casting this spell could create the illusion of a forest consisting of 10 120' squares). It can be cast on a point up to 240' away from the caster. The illusion is easily and automatically seen for what it is by druids and sylvan creatures such as tree men, centaurs, green dragons, etc. The forest will remain forever, unless dispelled by the reverse of the spell, *dispel hallucinatory forest*, or a *dispel magic* spell.

### Haste

Level 3 bard spell (alteration)  
 Requires: incantation, gestures, licorice root  
 Casting time: 18 seconds (3 segments)

This spell will double the movement speed and attack speed of up to one creature per experience level of the caster. (Thus, creatures affected by the spell will get two attacks per round, where they would ordinarily only get one, etc.). All the affected creatures must be within a 40'x40' area. The spell

lasts for three minutes plus one minute per level of the caster. Creatures affected by the spell will not be able to cast spells twice as quickly, however. It will also negate a *slow* spell. Creatures under the influence of a *haste* spell will age 1 year due to the strain it puts on the body.

**Haunting Dream**

Level 1 bard spell (enchantment/charm)  
 Requires: incantation  
 Casting time: 12 seconds (2 segments)

This spell allows the caster to plant a seed in the mind of those who hear; all those within 60' when the spell is cast, and who can understand the language of the caster, must make a saving throw vs. spells. Failure indicates they will have a *haunting dream* that night. For each listener, the subconscious will create a nightmarish vision that will haunt the victim in the hours after he awakens (1 hour per level of the caster of the *haunting dream* spell). The exact effects of the haunting dream are determined randomly for each listener:

**TABLE 23: HAUNTING DREAM**

Die Roll (d10)	Effect
1	-1 "to hit" in melee
2	-1 "to hit" using missile weapons
3	-1 to all saving throws vs. poison
4	-5% to all verbal pater abilities (re-roll if not applicable)
5	+1 to armor class
6	All spells do -1 h.p. of damage per die (re-roll if not applicable)
7	-5% to all reaction adjustments
8	-1 penalty to all surprise rolls
9	+1 penalty to all initiative rolls
10	-5% to all thieving abilities (re-roll if not applicable)

**Healing Sleep**

Level 2 bard spell (necromantic)  
 Requires: incantation  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to enable his companions, or anyone else within a 30' radius, to enter into a particularly helpful and healing *sleep*. It does not induce sleep itself, but once the listener falls asleep himself, he will heal wounds at twice the normal rate (as long as sleep comes within 2 hours of hearing the spell). The doubling effect does not apply to magical healing, of course, but even if someone is only able to rest 8 hours (rather than the full day's rest that is normally required), they will still regain a hit point that has been lost.

**Improved Fear**

Level 5 bard spell (illusion/phantasm)  
 Requires: incantation  
 Casting time: 1 minute

This spell creates a wave of panic and fear that radiates out from the caster in a bubble some 60' in radius. All creatures within the area of effect are entitled to a saving throw vs. spells; those that fail the saving throw will flee in blind panic for a number of minutes equal to the experience level of the caster, and have a 65% chance of dropping any items carried minus 5% per level/hit dice.



**Inspiration**

Level 5 bard spell (divination)  
 Requires: incantation  
 Casting time: 1 minute

This spell allows the caster to inspire himself or someone else (who must be within 10') to make a breakthrough in the solving of some puzzle, conundrum, etc. This has the practical effect of increasing the intelligence score by 2, for those times when INT is a necessary factor. In other circumstances, the game master must play this spell very carefully by ear. The answer to a given puzzle should not be just blurted out (unless it is something mind-numbingly obvious that has simply been overlooked), but rather another clue might be given, or a previous clue emphasized, to nudge the player into figuring out the answer on his own. It also has the side effect of giving a +1 bonus to all rolls to figure out how to open secret doors that have otherwise already been detected (it does not give a bonus to detect the doors in the first place). The spell will last for as long as the caster maintains the incantation.

**Interrupt Concentration**

Level 4 bard spell (alteration)  
 Requires: incantation  
 Casting time: 6 seconds (1 segment)

This spell has the effect of interrupting the concentration of any other spell-casters within a 60' radius. Any spells or other magical effects (including magical items) that require concentration, meditation, or any level of conscious maintenance will be interrupted and thereby ruined.

**Invisibility**

Level 5 bard spell (illusion/phantasm)  
 Requires: incantation, gestures, (eyelash in gum arabic)  
 Casting time: 12 seconds (2 segments)

This spell allows the caster to cause any single creature touched (and his possessions, worn or carried) to become completely invisible, both to ordinary sight and infravision. The invisibility will continue until it is either magically dispelled, or the creature attacks another, in which case the *invisibility* is instantly cancelled. The invisible creature could perform most other normal functions without spoiling the spell: walking, opening doors, talking, etc.



**Irresistible Dance**

Level 5 bard spell (enchantment/charm)  
 Requires: incantation  
 Casting time: 30 seconds (5 segments)

This spell compels the creature touched to begin to dance uncontrollably, making defense in melee difficult (+4 to armor class, with no bonus for shield, if any) and rendering any sort of saving throws (vs. spells, breath weapon, etc.), attacks, or spellcasting impossible. The effect will last for 1d4+1 minutes.

**Jump**

Level 1 bard spell (alteration)  
 Requires: incantation, gestures, grasshopper leg  
 Casting time: 6 seconds (1 segment)

This spell allows the caster to jump forward 30', or in any other direction (including straight up) 10'. Such leaps cause the caster to jump in an arc 2' above the ground for every 10' traveled. Higher-level casters can make additional jumps, as long as they are all made within 10 minutes of the spell being cast, depending on their experience level:

**TABLE 24: JUMP**

Level	Number of Jumps
1	1
4	2
7	3
10	4
Etc.	

This spell requires one grasshopper leg per jump, which is broken during the jump (and thus rendered useless as a component).

**Levitate**

Level 2 bard spell (alteration)  
 Requires: incantation, gestures, small piece of leather or gold wire  
 Casting time: 12 seconds (2 segments)

This spell allows the caster or another creature within 20' to levitate in the air. If cast on himself, the spell allows travel at 20' per minute; if cast on someone else, the speed is limited to 10' per minute. The spell is limited to 100 lbs. per experience level of the caster (remember to factor in the weight of any possessions, armor, etc.). It does not allow horizontal movement, but a *levitating* individual could still use his hands to push himself along a wall, be pulled by a rope, etc. The caster can cancel the effect at will. If cast on an unwilling subject, the target gets a saving throw vs. spells. The material component is destroyed in the casting of the spell.

**Lucky Draw**

Level 2 bard spell (alteration)  
 Requires: incantation  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to alter some chance-based outcome, such as the roll of the dice, a hand of cards, the flip of a coin, etc. (Note that this does not mean that rolls of dice by the players or game master of the game can be altered; this is exclusively referring to in-game activities undertaken by characters or NPCs.) The tools of chance to be altered must be within 30' of the caster, and must be able to be seen. One such outcome can be "fixed" per level of the caster, as long as he maintains the incantation.

**Martial Arts**

Level 3 bard spell (alteration)  
 Requires: incantation  
 Casting time: 36 seconds (6 segments)

This spell allows the caster to improve the fighting quality of those around him. All those friendly to the caster in a 20' radius will strike in melee as if they were fighters, rather than their normal class. Those who are already fighters or cavaliers will get a bonus of +1 on their "to hit" rolls. This applies to missile combat as well, but does not improve hit points, armor class, or saving throws. The spell lasts for as long as the caster maintains the incantation, but there is a maximum duration of 1 minute per level of the caster. This cannot be combined with any other spell effect that gives bonuses in combat (*bless*, etc.).

**Mass Invisibility**

Level 6 bard spell (illusion/phantasm)  
 Requires: incantation, gestures, eyelash in gum arabic  
 Casting time: 42 seconds (7 segments)

This spell operates similarly to the spell *invisibility* (see p. 14 for details), with the exception that up to 400 man-sized creatures, 40 giants, 8 large dragons, etc. can be affected, as long as they are all within a 90'x90' area, 10' away from the caster per experience level.

**Maze**

Level 5 bard spell (conjuration/summoning)  
 Requires: incantation, gestures  
 Casting time: 18 seconds (3 segments)

This spell creates an extra-planar pocket dimension consisting of nothing more than ever-shifting walls of pure force, forming an impenetrable labyrinth. The spell can be cast upon a single creature within 5' per level of the caster; that creature is then swept up into the pocket dimension for a length of time determined by his intelligence:

**TABLE 25: MAZE**

Intelligence	Spell Duration
2 or less	2d4x10 minutes
3-5	1d4x10 minutes
6-8	5d4 minutes
9-11	4d4 minutes
12-14	3d4 minutes
15-17	2d4 minutes
18 or more	1d4 minutes

Minotaurs are immune to this spell.

**Message**

Level 1 bard spell (alteration)  
 Requires: incantation, gestures, copper wire  
 Casting time: 6 seconds (1 segment)

This spell enables the caster to whisper a message that will be heard by a single recipient within 60' plus 10' per experience level of the caster, and that recipient can then whisper a reply that will be heard by none save the caster. The message and the reply can be no longer in length combined than 30 seconds (5 segments) plus 6 seconds (1 segment) per level of the caster. The spell does not confer the ability to understand languages that are otherwise unknown to either the caster or the recipient. The caster and the

recipient must be in line of sight, without obstruction, for the spell to work. The spell requires a small bit of copper wire, which is destroyed in the casting.

### Neutralize Poison (Poison)

Level 3 bard spell (alteration)  
Requires: incantation, gestures  
Casting time: 30 seconds (5 segments)

This spell allows the caster to completely detoxify any sort of venom in a single creature touched or ½ cubic foot per level; thus someone who has been stung by a giant scorpion could be completely healed of the effects of its poisonous sting (but not any other damage, say, from its pincers); touching the victim is required. If cast on a poisonous creature, a “to hit” roll is required, but animals with venomous bites or stings will eventually regenerate their poisons (this process will take days, however).

The reverse of the spell, *poison*, allows the caster to inflict a poisonous attack on a victim by touch (again, a “to hit” roll may be required). If the victim fails a saving throw vs. poison, he or it will die. Naturally, creatures immune to poison will not be affected.

### Pass Without Trace

Level 4 bard spell (enchantment/charm)  
Requires: incantation gestures, mistletoe, evergreen sprig  
Casting time: 1 minute

This spell allows the caster to move over any sort of terrain, including snow and sand, without any print, scent, or spoor being left behind. This will completely foil tracking, whether the sort practiced by rangers or by hunting animals such as bloodhounds. The spell is activated by burning the mistletoe, grinding it into a powder, and sprinkling it over the recipient with the sprig of evergreen. Creatures with such protection will, however, leave a magical trail behind them, which can be tracked with a *detect magic* spell (q.v.).

### Perception

Level 1 bard spell (divination)  
Requires: incantation  
Casting time: 12 seconds (2 segments)

This spell allows the caster to sharpen his senses, allowing him to detect things that might otherwise go overlooked. While the spell is in effect, the caster will be able to detect secret and concealed doors as if he were an elf, and gets a +1 bonus to all surprise rolls. The spell lasts for as long as the caster maintains the incantation.

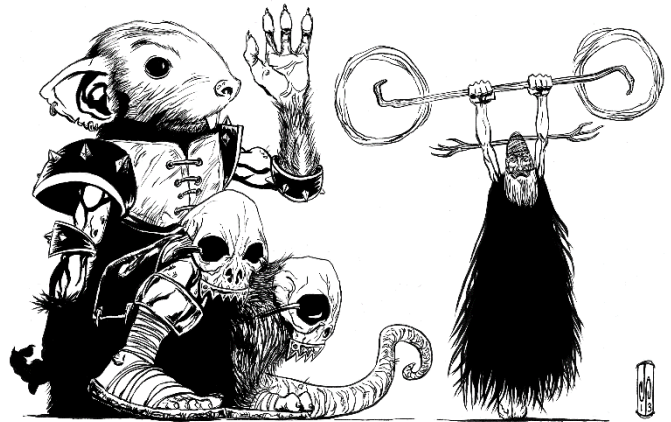
### Polymorph Other

Level 5 bard spell (alteration)  
Requires: incantation, gestures, caterpillar cocoon  
Casting time: 24 seconds (4 segments)

This spell will cause any one creature, within 5' per level of the caster, to turn into some other type of creature. Thus, a goblin could be turned into a mantichore, a dragon into a centipede, a horse into a dragon, etc. Size is no object. The victim is entitled to a saving throw vs. magic. The change effected by the *polymorph other* spell will necessitate a system shock survival roll, as will the change back to the original form (if any!). The spell is permanent unless cancelled by a *dispel magic* spell.

Once the transformation is complete, the creature actually is the creature it has turned into; a goblin-turned mantichore would be able to fly, a horse-

turned-dragon would have a breath weapon, etc. There is a chance that, in addition to the physical change, the mentality of the creature will also change, rendering the transformation total. Once that happens, not even a *dispel magic* spell can undo the *polymorph other* spell's effect (a *wish* or similar spell would be able to do so, however). There is a base chance of 100% that the mentality will change to the new creature type; this is reduced by 5% for each point of intelligence the creature has. The chance is further reduced if the new creature type has more hit dice than the old, 5% per level or hit dice difference. If the new creature type has fewer hit dice than the old, the chance to change mentality is increased, 5% per level difference. This check is made daily until the mental transformation takes place.



### Predict Weather

Level 2 bard spell (divination)  
Requires: incantation, gestures, holy symbol  
Casting time: 1 minute

This spell grants the caster perfect knowledge of the future weather in a three-mile diameter area. This will yield information on temperature, precipitation, and wind. For every experience level of the caster, he will be able to know the weather two hours out; thus, a 6th level bard would know the weather in the given area for the next 12 hours.

This spell cannot be cast underwater.

### Ready Spell

Level 1 bard spell (alteration)  
Requires: incantation  
Casting time: 12 seconds (2 segments)

This spell allows the caster to “hold” some other spell in readiness until such time as it is required. It is thus especially useful when applied to spells with very long casting times. The caster can only have one such spell ready at any given time, of course; it requires that the caster maintain the incantation until such time as he wishes to activate the other spell. When that happens, treat it as if it had a casting time of but 6 seconds (1 segment), regardless of its actual casting time. If the caster's concentration should be interrupted by some agency (taking damage, magical *silence*, etc.), both the ready spell and the spell that was on hold are lost.

**Refresh**

Level 2 bard spell (abjuration)  
 Requires: incantation  
 Casting time: 24 seconds (4 segments)

This spell reinvigorates one target creature within a 20' radius. The target will feel instantly refreshed, all natural fatigue or drowsiness gone, the effects of magical *sleep* removed, and even the effects of *paralysis* (as that of ghouls and other creatures) ended. It will not remove the effects of a *hold person* spell, however.

**Remove Fear (Cause Fear)**

Level 2 bard spell (abjuration)  
 Requires: incantation, gestures  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to cause any creature or person touched to be filled with magical courage. Anyone thus affected will receive a +4 to any saving throws made vs. fear (including morale rolls, rolls due to magical effect, etc.). If the spell is cast on someone already struck by some sort of fear, it affords them a second saving throw with a +1 bonus. Naturally, if the recipient is unwilling, a roll "to hit" must be made by the caster. The reverse of the spell, *cause fear*, instills a magically-induced panic that causes the target to flee at maximum speed away from the caster for one minute per level of the caster (if in a dungeon environment, the game master should roll randomly to determine direction when given a choice such as at a side passage, but the player should not be informed of these directions; the panic induced is such that the character is too terrified to remember such things clearly). Both the spell and its reverse can be used to counteract the other.

**Remove Paralysis (Cause Paralysis)**

Level 3 bard spell (abjuration)  
 Requires: incantation, gestures  
 Casting time: 36 seconds (6 segments)

This spell allows the caster to grant creatures in the target area another saving throw vs. any sort of paralysis-inducing effect, such as a *hold person* spell or the attack of a corpse crawler. Up to 4 creatures can be so affected, as long as they are all within a 20'x20' area centered on a point 10' distant per experience level of the caster. If a single creature is to be affected, it gains a bonus of +3 to the new saving throw; 2 creatures get a +2 bonus, and 3 or more creatures get a bonus of +1.

The reverse of the spell, *cause paralysis*, requires a successful "to hit" roll, and requires a saving throw vs. spells. Failure indicates the target is completely paralyzed for 1d6 minutes plus 1 minute per level of the caster.

**Resist Charm**

Level 3 bard spell (abjuration)  
 Requires: incantation, gestures  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to create a sphere some 10' plus 1' per level of the caster in radius, within which spells such as *charm person*, *hypnotism*, *friends*, etc. are weakened. All those within the area of effect get a bonus of +4 on their saving throws against such spells, and spells (or magical effects) which do not normally allow such (in the latter case, no bonus is allowed, just a straight saving throw). This applies to verbal patter effects as well. The spell lasts for as long as the caster remains concentrating, plus 1 round per level of the caster.

**Resist Cold**

Level 1 bard spell (alteration)  
 Requires: incantation, gestures, sulfur  
 Casting time: 1 minute

This spell allows the caster to imbue any creature or person touched with a magical resistance to cold. Any temperatures down to 0° F feel just like a balmy spring day. Against anything cold-based that causes temperatures colder than that (such as the breath of a white dragon, magical spells such as *ice storm*, etc.), the spell allows a saving throw to be made with a bonus of +2. Failing the saving throw means that the affected person only takes half damage; making the saving throw means only one-quarter damage is taken (note that this is in addition to any other saving throws that might be allowed, such as a save vs. breath weapon). The effect lasts for ten minutes per level of the caster, and requires a pinch of sulfur to cast (which is consumed by the spell).

**Resist Fire**

Level 2 bard spell (alteration)  
 Requires: incantation, gestures, mercury  
 Casting time: 30 seconds (5 segments)

This spell allows the caster to confer a magical resistance to heat and flame upon a creature or person touched. Anything up to 212° F (the boiling point of water) will feel comfortable and room-temperature. Hotter temperatures (such as that produced by boiling oil, *fireball* spells, lava, and even the breath of a red dragon) will affect the target, but with a bonus of +3 on all saving throws associated with the fire and flame. Failing the saving throw means that half damage is taken; making the saving throw means that only one-quarter damage is taken. The effect lasts for ten minutes per level of the caster, and requires a drop of mercury (which is consumed as the spell is cast).

**Sharp Note**

Level 1 bard spell (evocation)  
 Requires: incantation  
 Casting time: 12 seconds (2 segments)

This spell creates a sharp sonic barb that will strike one target creature within 60' of the caster. The target must be within line of sight, and no other creatures can be between the caster and the target. The sharp note will do 1d6 h.p. of damage. For every two levels of experience beyond the first, the caster can affect another target with the sharp note (i.e., 2 at 3rd level, 3 at 5th level, etc.).

**Shillelagh**

Level 3 bard spell (alteration)  
 Requires: incantation, gestures, oaken club, mistletoe, shamrock leaf  
 Casting time: 6 seconds (1 segment)

This spell allows the caster to transform an ordinary oaken club into a potent magical weapon. Once the spell is cast, the club will have a magical +1 bonus "to hit" and will do 2-8 h.p. of damage to small and medium-sized creatures, and 2-5 h.p. to large creatures. The enchantment will last 1 minute per level of the caster. The spell requires mistletoe and a shamrock leaf, which will disappear as the spell is cast, and of course an oaken club, which will return to normal after the spell has run its course.

## Shout

Level 3 bard spell (evocation)

Requires: incantation, bull/ram horn, honey, citric acid

Casting time: 6 seconds (1 segment)

This spell allows the caster to issue forth an incredibly loud noise beginning at his mouth and forming a cone some 30' long and 10' wide at its end. Any creature within the area of effect must make a saving throw vs. spells; failure indicates it is deafened for 2d6 minutes and must take 2d6 h.p. of damage. Anything within the area that might normally be disrupted or destroyed by loud noise (crystals, glass, *wall of ice*, etc.) will be shattered. The spell can only be used once per day; more than that will deafen the caster permanently.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell.



## Sleep

Level 1 bard spell (enchantment/charm)

Requires: incantation, gestures, fine sand/rose petals/cricket

Casting time: 6 seconds (1 segment)

This spell allows the caster to induce a deep, comatose sleep in a number of creatures. The creatures must all be within a 15' radius circle, the center of which can be up to 30' away from the caster, plus 10' per level. 1d4x4 hit dice worth of creatures will be affected (regardless of hit die type). Note that creatures with 5 hit dice or greater (again, regardless of type) will be immune to the *sleep* spell, as will undead and other creatures detailed in the **ADVENTURES DARK AND DEEP™** Bestiary.

The caster may specify a specific creature as the target. If that is the case, that creature will be affected first (if it is susceptible to the spell, of course). Otherwise, creatures within the area of effect will be affected in order, from lowest number of hit dice to highest. When determining whether the spell still has enough strength to put a given creature to sleep, round down.

Creatures affected by the *sleep* spell may be slain at a rate of one per minute (more, if there is more than one person doing the slaying). Noise will not awaken creatures affected by the spell, but shaking, slapping, or wounding will. Waking up takes a full minute and creatures will naturally wake up on their own after 5 minutes per level of the caster. The spell requires either fine sand, rose petals, or a live cricket, all of which are destroyed during the casting of the spell.

## Social Grace

Level 2 bard spell (alteration)

Requires: incantation

Casting time: 24 seconds (4 segments)

This spell allows the caster to give himself and certain of his companions an enhancement not of their innate charisma, but of their knowledge of social graces, ability to "put on airs" and present themselves flawlessly as members of a higher social strata than they ordinarily occupy. This will not only assist when dealing with others of higher social class, but can also be used to give a 20% bonus to attempts to disguise oneself as a member of the higher social orders. Those who are used to taking commands and who are naturally impressed by social class (bureaucrats, soldiers, courtiers, etc.) will be especially impressed by this spell's effects. It will last for 1 hour per level of the caster, divided by the number of persons affected. Example: A 6th level bard casts the spell. He could affect 1 person for 6 hours, 2 people for 3 hours each, or 3 people for 2 hours each. Such divisions can only be made in whole hours, and must be rounded down.

## Song of Battle

Level 4 bard spell (enchantment/charm)

Requires: incantation

Casting time: 48 seconds (8 segments)

This spell will allow the caster to raise the morale of all friendly combatants within 240' by +5%, as well as increasing all "to hit" rolls made by those on his side by 1 within the same radius. The effect lasts for as long as the caster maintains the incantation.

## Song of Combat

Level 3 bard spell (enchantment/charm)

Requires: incantation

Casting time: 36 seconds (6 segments)

This spell raises the experience level of any single fighter or cavalier (or sub-class), who must be named by the caster and within 60' at the time the incantation is said, by 1 for the duration of the spell. Hit points are temporarily increased during this time, and any damage taken while the spell is in effect will be taken from those additional and temporary hit points. The effect will last for as long as the caster maintains the incantation, plus a like amount of time once the incantation is completed. In addition, any fighters or cavaliers (or sub-classes) within 120' get a +5% bonus to their morale while the incantation is being sung, but not afterwards.

## Song of War

Level 5 bard spell (enchantment/charm)

Requires: incantation

Casting time: 1 minute

This spell gives one person, who must be named by the caster and within 60' at the time the incantation is said, to receive a level of the *generalship* skill (or an additional level, if he already has the skill), as well as an increase of 2 to his charisma score (subject to racial maximums). The effect will last for as long as the caster maintains the incantation, plus a like amount of time once the incantation is completed. In addition, any fighters or cavaliers (or sub-classes) within 360' get a +10% bonus to their morale while the incantation is being sung, but not afterwards.

**Sonic Blast**

Level 6 bard spell (evocation)  
 Requires: incantation  
 Casting time: 72 seconds

This spell allows the caster to aim a blast of pure sound in a cone some 60' long and 20' wide at the base. All creatures within the area of effect will take 6d6 hit points of damage from the sonic blast. A *silence* spell, or other magical silence, will nullify the effect.

**Spectral Force**

Level 3 bard spell (illusion/phantasm)  
 Requires: incantation, gestures, fleece  
 Casting time: 18 seconds (3 segments)

This spell creates an illusion that contains visual, audible, olfactory, and thermal elements; it is thus so convincing that creatures believing it to be real will suffer actual damage from it, if appropriate. Any image desired by the caster can be created, and the image can move and react and make sounds including actual speech. The caster needs concentrate only minimally to sustain the illusion (so movement is possible, but not spellcasting), and with one minute of intense concentration can make the illusion endure for an entire 3 minutes with no further concentration on his part whatsoever. The image can cover an area of 160 square feet plus 10 square feet per level of the caster, centered on a point up to 60' plus 10' per level of the caster distant.

Creatures who actively attempt to disbelieve the image gain a saving throw vs. spells, and if they are successful, they will see the illusion for what it is and will be immune to any further damage from it. Companions of those who disbelieve, and who can be told of the true nature of the illusion, get a saving throw with a +4 bonus. The illusion lasts as long as the caster continues to concentrate, or until the illusion fails to react realistically (i.e., an illusion of an orc which does not react when it is hit by an axe). The spell requires a small bit of fleece, which is destroyed as the spell is cast.

**Spike Growth**

Level 2 bard spell (alteration)  
 Requires: incantation, gestures, holy symbol, thorns or twigs  
 Casting time: 42 seconds (7 segments)

This spell allows the caster to create a patch of sharp spiky growth amongst any sort of ground-covering plant life; even on seemingly barren ground roots, seeds, etc. in the earth will create a similar effect. The spell will affect 100 square feet per level of the caster, centered on a point up to 60' distant. It will last 1d6x10 minutes plus 10 minutes per level of the caster. Anyone entering the area will suffer 2 attacks per 10' crossed (but will be unaware of the hazard until they take damage). Those charging or running through the area suffer twice as many hits. Each attack is made as if the caster were attacking, and will cause 1-4 hit points of damage. The spell can be detected by such means as *detect traps*, *detect snares and pits*, *true seeing*, etc., but not otherwise. The spell requires 7 thorns or sharp sticks, which are destroyed by the casting of the spell, as well as the caster's holy symbol, which is not.

**Steadfast Mount**

Level 4 bard spell (alteration)  
 Requires: incantation  
 Casting time: 1 minute

This spell allows the caster to cause some beast of burden, whether it be a horse, mule, hippogriff, or even an elephant, to increase one or more of its abilities.

- Double its capacity to carry burdens
- Double its speed
- Double the amount of time it can travel without tiring

The caster can alter one of those factors in one animal per experience level. The creature must remain within 120' for as long as the incantation is recited, but the effect of the spell will last for as long again as the incantation was maintained. Example: a 12th level bard doubles the carrying capacity and speed of 6 horses. He sings the incantation for 4 hours, during which time the beasts are able to carry twice as much as normal, twice as fast. After 4 hours have elapsed, he ceases the incantation, meaning the horses can continue their doubly heavy burden at double speed for 4 more hours, for a total of 8 hours.

**Sympathy**

Level 5 bard spell (enchantment/charm)  
 Requires: incantation  
 Casting time: 1 minute

This spell allows the caster to convince all within earshot who can understand him that a particular individual has been unjustly victimized, and engender in them a heartfelt and overwhelming desire to see those wrongs righted. All those within 60' of the caster can be affected; only those with an intelligence of 14 or higher are entitled to a saving throw vs. spells to resist the spell. Those affected by the spell will not endanger their own life and liberty, or put themselves in poverty, but will do their utmost short of laying down their lives to help the poor oppressed focus of their sympathy.

**Teleport**

Level 5 bard spell (alteration)  
 Requires: incantation  
 Casting time: 12 seconds (2 segments)

This spell allows the caster and his belongings to appear in some other location, instantly. Line of sight is not required, and distance is of no matter, but the destination must be on the same plane of existence as the caster's point of origin. The chance of success depends on the familiarity of the caster with the destination; if it is a place that the caster knows intimately, he will have a greater chance of arriving safely than if it is a place he has only visited once, or not at all:

**TABLE 26: TELEPORT**

Destination Is...	Arrive High	Arrive on Target	Mishap
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

*Arrive high* means that the caster arrives 10' above the ground for every number that was rolled. EXAMPLE: A bard attempts to teleport into the courtyard of an inn that he has visited casually in the past. He rolls a 06,

and arrives some 60' above the ground, immediately falling (and taking falling damage if applicable). If he would appear within a solid object, the caster is instantly killed.

*Mishap* means that the caster has arrived beneath his intended destination. Unless there is some certainty of hitting an open space (such as an open plain), the caster will be killed instantly, as he has rematerialized inside solid earth or some other object.

The spell will teleport the caster and his equipment and other possessions on his person, up to a maximum of 250 lbs. plus 150 lbs. per experience level of the caster. He can bring other people with him, as long as they are touched when the spell takes effect, and as long as the weight limit is heeded. The caster can do nothing else in the round in which he arrives following the *teleport* effect.

### Teleport Other

Level 7 bard spell (alteration)  
Requires: incantation  
Casting time: 84 seconds

This spell allows the caster to choose a single individual within a 30' radius (and within line of sight) and teleport him (without chance of error) to some destination with which the caster is at least somewhat familiar. The target is entitled to a saving throw vs. spells, and magic resistance applies. The spell cannot be used to cross from one plane of existence to another.

### Tiny Hut

Level 2 bard spell (alteration)  
Requires: incantation, gestures, crystal bead  
Casting time: 18 seconds (3 segments)

This spell calls into existence a sphere of force around the caster, some 10' in diameter (so up to 7 persons including the caster can be within). The sphere will extend through the ground, so that on the ground it will appear as an opaque hemisphere; it is transparent from the inside looking out, however. The sphere does not move once created. It will remain in place up to 1 hour per level of the caster, and will maintain a constant temperature within of 70 degrees Fahrenheit. If the outside temperature is below 0 or above 105°, the temperature within will lower or raise by 1° per degree of cold or heat beyond the threshold, as appropriate (thus, if it is -20° outside, the temperature within the sphere will be 50°). The sphere will also provide protection against winds up to 50 miles per hour. It will not defend against spells, arrows, or other forms of attack. Vermin and other animals can likewise penetrate the sphere. The sphere will dissipate if the caster leaves it. The crystal bead needed to cast this spell will shatter upon the spell's completion.

### Veil

Level 6 bard spell (illusion/phantasm)  
Requires: incantation, gestures  
Casting time: 18 seconds (3 segments)

This spell allows the caster to create an entirely fictitious appearance in his surroundings and any creatures that may be in the area. The illusion thus created will survive most tests, including touch. The spell will affect an area some 360 square feet per level of the caster, and will last 10 minutes per level.

### Veil of Shadows

Level 6 bard spell (evocation)  
Requires: incantation  
Casting time: 72 seconds

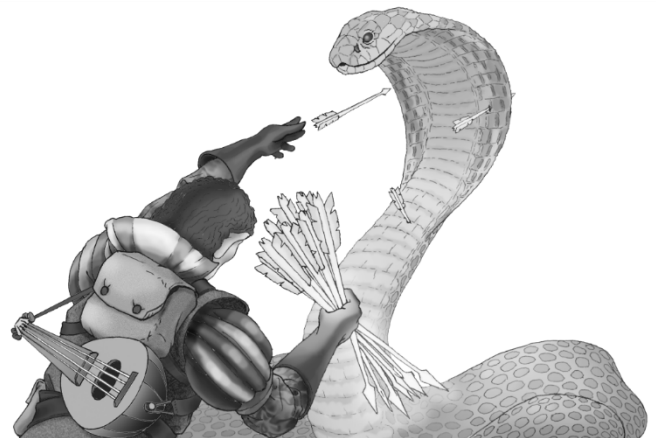
This spell allows the caster to create two separate types of *shadows*. Each will last for as long as the caster maintains the incantation. The caster may create one shadow (of any type) per experience level. The *shadows* must be within 90' of the caster at all times, or they will dissolve.

- *Swift shadows*. The caster may create moving, swiftly shifting shadows in whatever guise he desires. These shadows will dart to and fro amongst an enemy, distracting and frightening them. Those distracted by such a shadow suffer a +1 penalty to initiative and a -1 penalty "to hit" in melee or when firing missile weapons.
- *Slow shadows*. This creates a zone of shadow some 10' in diameter that obscures all within. It can move at most 20' per minute. All those within are, of course, obscured from detection. Direct sunlight or a *continual light* spell will render the slow shadow only 50% effective.
- *Still shadows*. This creates a zone of shadow, within which the chance to hide in shadows (as per the thieving skill) is doubled. Direct sunlight or a *continual light* spell will render the *still shadow* only 50% effective, thus only increasing the hide in shadows chance by 50%.

### Ventriloquism

Level 1 bard spell (illusion/phantasm)  
Requires: incantation, small parchment/paper/vellum cone  
Casting time: 6 seconds (1 segment)

This spell allows the caster to "throw his voice", making it appear to come from some point up to 10' distant per experience level (maximum 90'). The caster may also use the spell to make the voice sound like that of someone else, or some other simple sound that the caster could otherwise make. If anyone with an intelligence score of 12 or greater hears the voice, there is a 10% chance, plus 10% per point above 12, of recognizing the trick. The spell lasts for 4 minutes plus 1 minute per level of the caster, and requires that the caster speak into a small rolled-up piece of parchment, paper, or vellum, which is not destroyed in the casting.



### Volley of Arrows

Level 6 bard spell (alteration)  
 Requires: incantation, arrows  
 Casting time: 72 seconds

This spell allows the caster to launch any available arrow (or crossbow bolt) within a 20' radius as if it were shot from a long bow (or heavy crossbow), with a chance to hit its target equal to that of the caster's "to hit" chance, should he have actually fired the missile himself (non-proficiency penalties do not apply). As many as 6 such arrows can be launched per minute, and the volley can be continued for as long as the caster maintains the incantation, and the supply of arrows is not exhausted. If any magical arrows are available, they too may be fired at such targets as the caster may choose. When calculating the chance of each arrow to hit, each should be regarded as being at short distance, regardless of the actual distance, up to 210 yards. The missiles can be fired at a single target or multiple targets (up to one per arrow per round), as the caster wishes.

### Volley of Icicles

Level 7 bard spell (evocation)  
 Requires: incantation  
 Casting time: 84 seconds

This spell calls forth a shower of razor-sharp frozen shards, which will seek out any single target within a radius of 90' plus 10' per level of the caster. The *volley of icicles* will inflict 7d6 h.p. of damage on the target, and those creatures which are composed of, or are based in, flame will suffer an additional 14 points of damage. Creatures which are cold-based (white dragons, hoar foxes, etc.) are immune to the effect.

### Volley of Javelins

Level 5 bard spell (alteration)  
 Requires: incantation, javelins  
 Casting time: 1 minute

This spell allows the caster to launch any available javelin within a 20' radius as if it were shot from a throwing stick (aka atlatl), with a chance to hit its target equal to that of the caster, should he have actually fired the missile himself (non-proficiency penalties do not apply). As many as 2 such javelins can be launched per minute, and the volley can be continued for as long as the caster maintains the incantation, and the supply of javelins is not exhausted. If any magical javelins are available, they too may be fired at such targets as the caster may choose. When calculating the chance of each javelin to hit, each should be regarded as being at short distance, regardless of the actual distance, up to 90 yards. The missiles can be fired at a single target or multiple targets (up to one per javelin per round), as the caster wishes.

### Wall of Force

Level 5 bard spell (evocation)  
 Requires: incantation, gestures, powdered diamond  
 Casting time: 30 seconds (5 segments)

This spell will create an invisible barrier that is completely impervious to magic, breath weapons, missiles, cold, fire, etc. *Dispel magic* will not work against the *wall of force*, but a *disintegrate* spell will, as will a *rod of cancellation* or *sphere of annihilation* (the *rod* would be completely drained in so doing, and the *sphere* would also suck up any objects weighing less than 10 lbs. that are within 10'). The wall will be up to 20 square feet per level of the caster, and can be made to appear within 30' of the caster. It will remain for 10 minutes plus 1 minute per experience level of the caster,

and will not move under any circumstances. The spell requires powdered diamond equal to 10,000 g.p. in value, which is lost as the spell is cast.

### Wall of Thorns

Level 5 bard spell (conjuration/summoning)  
 Requires: incantation, gestures, holy symbol  
 Casting time: 48 seconds (8 segments)

This spell calls forth a hedge of thick, tough plant matter covered with thorns some 2-4" in length. Contact with the *wall* (by attempting to pass through it, being hurled against it, having it cast around a creature) will cause 8 hit points of damage plus damage equal to the armor class of the creature every minute (for instance, a creature with an AC of 10 will take 18 h.p. of damage, an AC 4 creature would take 12 h.p., etc.). The size of the *wall* will be a number of cubes equal to the level of the caster, each some 10' on a side (so a 12th level caster would create a wall consisting of 12 such cubes, etc.); the *wall* must be contiguous, but the nearest portion can come into being up to 80' from the caster. Each such cube would take 40 minutes to cut through with normal tools or weapons, but magical fires will destroy the whole edifice in 20 minutes (during such time, the *wall* will have the same effects as that produced by the *wall of fire* spell). The *wall* will last for 10 minutes per level of the caster.

### Water Breathing (Air Breathing)

Level 3 bard spell (alteration)  
 Requires: incantation, gestures, straw  
 Casting time: 30 seconds (5 segments)

This spell enables the caster to enable one creature touched to breathe water as if it were air. The effect lasts for 1 hour per experience level of the caster. The reverse of the spell, *air breathing*, allows those who can only breathe water to survive in the air. The spell requires a short straw or reed stalk, which is destroyed as the spell is cast.

### Weakness

Level 3 bard spell (alteration)  
 Requires: incantation, gestures, toasted bread and milk  
 Casting time: 18 seconds

This spell saps the strength score of a single person touched, for up to 1 hour per level of the caster. A successful "to hit" roll is required by the caster, and the target must fail a saving throw vs. spells. The number of strength points lost depends on the class of the recipient:

TABLE 27: WEAKNESS

Class (inc. sub-classes)	Strength Increase
Bard	1-6
Cleric	1-6
Fighter/Cavalier	1-8
Mage	1-4
Thief	1-6

Strength can never be decreased beyond the normal minimums for race, class, and gender. If a fighter or cavalier has exceptional strength, each point lost will take away 10% from his exceptional strength (the last 10% or less will count as a full point lost). For instance, if a fighter with a strength score of 18/27 finds his ability decreased by 5 as a result of this spell, he would end up with 16 strength for its duration.

The spell requires a piece of toasted bread soaked in milk. The component is destroyed as the spell is cast.

### Whispering Wind

Level 3 bard spell (illusion/phantasm)  
Requires: incantation, gestures  
Casting time: 12 seconds (2 segments)

This spell allows the caster to create an illusionary breeze that can carry a brief message or sound (if nothing is specified, the *wind* will sound like a gust of wind). The message can be up to 12 words, or the sound can last for up to 12 seconds (2 segments). The *wind* itself will travel up to 10' per level of the caster, at anywhere between 10 and 20 feet per minute (caster's choice). When the *wind* reaches the intended distance, it will automatically deliver its message or play its sound, which will be heard by anyone in a 2' radius.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell.

### Wind Walk

Level 7 bard spell (alteration)  
Requires: incantation, gestures, fire, holy water  
Casting time: 1 minute

This spell will transform the caster and his possessions into a wispy vapor which is then carried aloft by a magical wind. While in such a state, the

caster will move at anywhere from a minimum of 60'/minute to a maximum of 600'/minute (6.8 mph), and the effect will last up to 1 hour per level of the caster. If the caster is 16th level, he can bring another person with him on the journey, who will also be transformed into a cloud. At 24th level, he can bring two such guests. Those affected by the spell will have much of their original shape, but will appear misty and transparent. If they are garbed entirely in white before the spell is cast, such persons are 80% likely to be mistaken for ordinary clouds.

This spell cannot be cast underwater.

### Wizard Lock

Level 1 bard spell (alteration)  
Requires: incantation, gestures  
Casting time: 12 seconds (2 segments)

This spell will seal a single door, chest, window, gate, etc., touched by the caster. The portal will not be able to be opened by any means save a *dispel magic* or *knock* spell, although it can be destroyed to gain entrance. A caster of four levels higher than the caster can open something that has been *wizard locked*, although the lock will return in force after a minute. The *wizard lock* is permanent, until and unless it is dispelled. The portal to be sealed can be a maximum of 30 square feet per level of the caster.



# Combat and Saving Throw Tables

**TABLE 28: ATTACK TABLE COLUMN BY LEVEL**

		Level																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
A	A	A	C	C	C	E	E	E	G	G	G	I	I	I	K	K	K	M	M	M	

**TABLE 29: ROLL TO HIT BY ARMOR CLASS**

		A	C	E	G	I	K	M	N
Target Armor Class	-10	26	24	22	20	20	20	19	18
	-9	25	23	21	20	20	20	18	17
	-8	24	22	20	20	20	19	17	16
	-7	23	21	20	20	20	18	16	15
	-6	22	20	20	20	19	17	15	14
	-5	21	20	20	20	18	16	14	13
	-4	20	20	20	19	17	15	13	12
	-3	20	20	20	18	16	14	12	11
	-2	20	20	19	17	15	13	11	10
	-1	20	20	18	16	14	12	10	9
	0	20	19	17	15	13	11	9	8
	1	20	18	16	14	12	10	8	7
	2	19	17	15	13	11	9	7	6
	3	18	16	14	12	10	8	6	5
	4	17	15	13	11	9	7	5	4
	5	16	14	12	10	8	6	4	3
	6	15	13	11	9	7	5	3	2
	7	14	12	10	8	6	4	2	1
	8	13	11	9	7	5	3	1	0
	9	12	10	8	6	4	2	0	-1
	10	11	9	7	5	3	1	-1	-2

**TABLE 30: SAVING THROWS BY TYPE AND LEVEL**

Level	Paralyzation, Poison, Death	Petrification, Polymorph	Rod, Staff, Wand	Breath Weapon	Spell
1-4	14	12	13	16	13
5-8	13	11	11	15	11
9-12	12	10	9	14	9
13-16	11	9	7	13	7
17-20	10	8	5	12	5
21+	9	7	3	11	3

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