

Bard Base List 4.5.2

ENTHRALLMENTS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Tune of Courage	1 target	1 rnd/lvl	50'	U
2)	Tune of Strength	1 target	1 rnd/lvl	50'	U
3)	Tune of Persuasion	1 target	1 rnd/lvl	50'	Fm
4)	Shriek of Stunning	1 target	1 rnd/10 fail	50'	Fm
5)	Tune of Suggestion	1 target	1 rnd/lvl	50'	Fm
6)	Song of Refreshment II	1 target	—	50'	U
7)	Tune of Sleep	1 target	C	50'	Fm
8)	Tune of Stigmata	1 target	—	50'	Fm
9)	Tune of Brawling	1 target	1 rnd/lvl(C)	50'	Fm
10)	Song of Harmony	20'R	1 rnd/lvl	self	Fm
11)	Song of Courage	1 target/lvl	1 rnd/lvl	50'	U
12)	Song of Strength	1 target/lvl	1 rnd/lvl	50'	U
13)	Song of Refreshment IV	1 target	—	50'	U
14)	Song of Love	1 target/lvl	1 rnd/lvl	50'	Fm
15)	Song of Suggestion	1 target/lvl	1 rnd/lvl	50'	Fm
16)	Song of Sleep	1 target/lvl	C	50'	Fm
17)	Tune of Stigmata II	1 target	—	50'	Fm
18)					
19)	Song of Refreshment VI	1 target	—	50'	U
20)	Enthrall	1 target/lvl	1 rnd/lvl	50'	Fm
25)	Refreshing Song True	1 target	—	50'	U
30)	Song of Soulstealing	1 target	varies	50'	Fm
50)	Song of Death	1 target	—	50'	Fm

1. Tune of Courage — The target of this spell will be cured of the effects of any failed *fear* RR and (if possible) will get another attempt to close in on the source of fear.

2. Tune of Strength — This song will increase one of targets stat bonuses by +5 for the duration (targets choice).

3. Tune of Persuasion — Target is persuaded to believe in any idea that the caster puts forth to him. For the duration of the spell target will agree with caster on anything concerning that particular idea. This spell only includes verbal action and after the duration is up target will realize that he has been duped.

4. Shriek of Stunning — Target is stunned for 1 rnd per 10 failure.

5. Tune of Suggestion — As *Tune of Persuasion*, except target will also perform physical tasks, such as open doors, climb ladders etc if the act is not completely alien to him (e.g suicide).

6. Song of Refreshment II — The target get back 2-20 of his used PPs. This spell is usable only once per 24 hour period on a given target and any surplus PP is ignored.

7. Tune of Sleep — Target falls asleep. He gets another RR if someone attempts to wake him while spell is still active. When the duration is up, target can be awakened normally.

8. Tune of Stigmata — This spell will open wounds on target, making him bleed at a rate of 1 hit per round per 10% failure. Wounds will have to be healed normally, by herbs, magic or rest.

9. Tune of Brawling — Target of this song will be aggressive and opt to start a fight with anyone close enough. This is particularly useful in crowded taverns. When caster stops concentrating the target will realize that he don't know why he is brawling, but that might be hard to tell his opponents at that moment.

10. Song of Harmony — This song will cause all within area of effect to be unable to argue, threat or insult each other. An inner harmony will fill the targets and they might sustain that feeling even after duration is up (players and GM's decision). This spell

will not do anything on targets already involved in physical combat. Orcs, trolls and other foul creatures receive a +20 RR mod.

11. Song of Courage — As *Tune of Courage*, except for number of targets and that for the duration of the spell, all targets will be immune against fear.

12. Song of Strength — As *Tune of Strength*, except for number of targets and that for the duration of the spell, all targets will have a +10 stat bonus on one stat of choice.

13. Song of Refreshment IV — As *Song of Refreshment*, except target will get back 4-40 of his used PP.

14. Song of Love — “*All will love me and despair*”. If the targets are of same sex they will love the caster as a brother loves his brother, they will honor him as a family member or whatever fits the situation. When the spells duration is up, they will slowly turn back to normal (2-20 minutes). They might be angry when they finally realize they have been duped.

15. Song of Suggestion — As *Tune of Suggestion*, except for the area of effect.

16. Song of Sleep — As *Tune of Sleep*, except for the area of effect.

17. Tune of Stigmata II — [RR mod: -20] As *Tune of Stigmata*, except target will bleed at a rate of 1 hit/rnd per 5% failure.

19. Song of Refreshment VI — As *Song of Refreshment*, except target will get back 6-60 of his used PP.

20. Enthrall — The targets of this spell will be absolutely enthralled by casters song/story and for the duration they will be unable to take any action. If they are attacked the spell is cancelled. If someone tries to “wake” them up, they get an additional RR each round until they make it or until the spells duration is up.

25. Refreshing Song True — As *Song of Refreshment*, except target will regain 10-100 of his used PP.

30. Song of Soulstealing — This spell requires an instrument (i.e lute, guitar, flute etc). Target will be put into a coma as the Bard steals his soul. Targets soul will be kept in the instrument. For every soul taken, the instrument will receive a +5 bonus. If the instrument is destroyed, all souls will return to their targets which will then awaken.

50. Song of Death — The target of this spell dies. The caster releases the soul to wherever souls go and death is permanent once the targets rounds of soul departure is up. The only way of reviving target then is by Lifegiving (see Cleric Base List Life Mastery 2.4.3).

SPECIAL NOTES

- 1) Songs that provide power points can only benefit a target once per 24 hour period.
- 2) All Song spells (i.e the spells that contain “Song” in their title) on this list require the caster to sing or play a song during at least 6 rounds before the effect takes place.
- 3) The “Tune” spells require only a tune or a whisper to take effect, but may also be a part of a longer song.