

## Bard Base List 4.5.1

### THE SONGS OF AMAN

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Preparation •	Caster	1 rnd/lvl	self	U
2)	Tune of Holding	1 target	C	50'	Fm
3)	Song of Vaire	1 target	1 min/lvl	10'	U
4)	Song of Estë	20'R	—	30'	U
5)	Song of Nessa	Varies (1)	C	50'	Fm
6)	Song of Irmo	Varies	Varies	30'	U
7)	Tune of Arien	1 target	1 rnd/10 failure	50'	Fm
8)	Tune of Fear	1 target	C(x2)	50'	Fm
9)	Tune of Tulkas	50'R	C	self	U
10)	Tune of Vána	1 animal	1 min/lvl	self	U
11)	Tune of Forgetting	1 target	P	50'	Fm
12)					
13)	Tune of Oromë	50'R	1 rnd/10 failure	self	Fm
14)					
15)	Song of Nienna	50'R	1 rnd/lvl	self	Fm
16)	Tune of Námó	1 target	P	50'	Fm
17)					
18)	Song of Yavanna	50'R	—	self	U
19)					
20)	Song of Aulë	1 target	Varies	30'	U
25)	Tune of Ulmo	Varies	1 min/lvl	Varies	F
30)	Song of Varda	50'R	—	self	U
50)	Song of Manwë	Varies	C	touch	F(m)

**1. Preparation** — Adds 1 point/lvl to casters Base Attack Roll for the duration of the spell.

**2. Tune of Holding** — Target is held to 25% action for as long as the caster concentrates.

**3. Song of Vairë** — This slow song helps the target to recall some information that was once known to him but now lost. For the duration of the spell target will have a +30 bonus to any attempt to remember.

**4. Song of Estë** — This quiet song is comforting to all good creatures within 20'R. They will be healed of 2-20 hits over a 20 rnd period and the song will also cure minor aches and provide renewed strength (in any way the GM deems appropriate).

**5. Song of Nessa** — This joyful song of Nessa will provide anyone within 50' with a lust for dancing (and a +20 bonus to dancing). The song may also be used in another fashion, forcing one target to dance and thus restraining him to 25% of his normal activity.

**6. Song of Irmo** — This almost unheard song will put all willing targets to sleep. The sleep is filled with dreams. One hour of Irmo's sleep equals two, so for a regular human (which requires eight hours of sleep) four hours sleep will be sufficient while under effect of this spell.

**7. Tune of Arien** — Causes target to feel a burning pain. Target will lose 50% of his remaining concussion hits for the duration of the spell. Failure with more than 51+ will also cause an "A" heat critical.

**8. Tune of Fear** — Target fears caster and will attempt to flee from him. Fleeing usually equates moving at maximum pace away from caster. The effect will last for as long as caster sings/plays (concentrates) plus the equal time after the caster stops concentrating. I.e if he concentrates for 3 rnds, target will flee for a total of 6 rnds before stopping.

**9. Tune of Tulkas** — A loud and hefty song, the Song of Tulkas will inspire men to great deeds. All allies within 50'R will receive a +15 bonus to OB and moving maneuvers.

**10. Tune of Vána** — This bright tune will either summon a suitable animal (casters choice) that will be friendly towards caster, or calm/befriend an animal already present. If used to summon an animal, the animal must be able to get to caster and will arrive in 1-100 minutes.

**11. Tune of Forgetting** — Target will forget what transpired in a certain period of time specified by the caster (the beginning of the time period must be within 1 day/lvl of the caster in the past). The length of the forgetting time period is equal to the amount of time the caster plays/sings (concentrates).

**13. Tune of Oromë** — This clear tune will cause all dark creatures within the radius to flee for 1 rnd/10 failure. Even after duration is up, they will hesitate to return if situation has not changed (i.e they are more in numbers or led by a strong leader etc).

**15. Song of Nienna** — This song will cause sadness and calmness. All that fails RR will cease all aggressive actions (i.e fighting, arguing). Men will start to cry. The caster will have a +30 bonus to any attempt to persuade the crowd to leave the scene.

**16. Tune of Námó** — This high-pitched tune will put target into a coma from which he may awaken only if (1) caster cancels spell, (2) spell is dispelled or (3) magic/herbal healing is applied to target.

**18. Song of Yavanna** — A calm healing song that will affect either mankind or nature. One target can be healed of 20-200 hit points over a 20 rnd period or all targets within 50' may receive a healing of 4-40 hits. The Song of Yavanna can also be used to heal injured nature, gardens, flowers, animals and trees. Details up to GM.

**20. Song of Aulë** — A song that allows caster to aid any smith or alchemist in his work (providing him with a +50 bonus and/or enabling him to overcast his spells of creation 5 levels).

**25. Tune of Ulmo** — A deep enchanted tune that brings Ulmo's help to the caster. This spell can take one of the following forms; (1) provide caster with waterbreathing and watervision, (2) summon a water creature to his aid (assuming the caster is in or close to water) which will arrive within 1-10 rounds or (3) controlling the waves (allowing the Bard to either calm the sea or create storm within 2 miles range).

**30. Song of Varda** — All that hears this soothing song will be healed of all concussion hits (over a period of 20 rounds). Critical injuries have their healing time lowered to one third.

**50. Song of Manwë** — This loud and powerful song puts the faith of Arda in the hands of the Bard for as long as he concentrate. He may take life/give life, destroy or build up. Details at GM discretion.

### SPECIAL NOTES

- 1) Songs that provide a healing effect 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 is often a part of a longer song.