

Hallucinatory Stairs

(Illusion/Phantasm)

Level: Wiz 5
Range: 20 yds/level
Area of Effect: Creatures in a 30×30×30-ft cube + one 10×10×10-ft cube/level
Duration: Until triggered + 1 turn + 1 rd/level
Casting Time: 5
Components: V S
Saving Throw: None

Hallucinatory Stairs enables the caster to make a number of creatures climbing or descending a flight of stairs believe that they continue to do so, while actually causing them to stop and stay in place while continuing to go through the motions required to climb or descend the stairs. He can thus affect any number of creatures that enter the area of effect, with the effect starting when the first of them reaches the other side of this area and trickling down to include all other creatures in it and entering it while it lasts. Note that there is no saving throw against the spell.

While it lasts, the spell will provide the subjects with a correct visual and audible rendition of the stairs continuing as they did before, making it seem as if the distance they have covered since it started has actually increased. For example, the stairs will seem to continue straight on or spiraling up or down, while the subjects will seem to move further away from any recognizable parts of it behind them (e.g., the entrance, a damaged or broken step) as they seemingly continue to move up or down; sounds behind them will seem to grow weaker). Note that this does not include the end of the stairs and any sounds coming from ahead, which will remain as far away from the subjects as they were when the effect started (as long as they remain immobile).

The spell ends when it has run its course or when it is ended by the caster by silent act of will. Note that this means that subjects who are attacked while it is in effect will remain affected by it if they would seek to escape their attackers by continuing to move up or down it as they did before and that those that would seek to do so in the opposite direction are only free from the effect for as long as they are outside of the area of effect.

Saving Throw: Creatures confronted with an illusion are not allowed a saving throw to avoid being affected by it. Instead, those that have one or more reasons to doubt the reality of the illusion may be allowed a Disbelief check. These reasons can be manifold (v. **PHB**, p. 108-111: "Illusions").

Disbelief Check: A Disbelief check is a saving throw vs. Spell allowed a creature that has a valid reason to doubt the reality of what it experiences, based only on the sensory information available to it. Disbelieving is a conscious act and always takes a minimum of one round, at the end of which the would-be disbeliever is granted a saving throw vs. Spell, with failure meaning that he remains subject to any and all effects the illusion generates and success that he recognizes it for what it is and that he can no longer be affected by it. If a disbeliever would communicate his knowledge to others, these may add a bonus (maximum +4) to their Disbelief check.

An illusion does not disappear as a result of a successful Disbelief check – disbelievers just know that it is an illusion.

Notes: *Hallucinatory Stairs* is a very rare spell.

As an unofficial spell, *Hallucinatory Stairs* will only work as described at the DM's discretion.

Source/Origins: NEW

Jayeward's Blue Sphere – Restricted: Artificer

(Invocation/Evocation)
(Artifice, Geometry)

Level: Wiz 8
Range: 30 ft
Area of Effect: See below
Duration: 1 rd/level
Casting Time: 8
Components: V S M
Saving Throw: None

Jayeward's Blue Sphere allows the caster to call forth a blue sphere of magical energy contained within a pierced shell of an equally magical representation of the metal used in the manufacture of the material component, which will appear in mid-air in any desired location within 30 feet of him, at a 45-degree angle above his head, and remain there or move at the equivalent of up to MV Fly 96 (A), as required and at the caster's silent command or to get a clear path to its target. The size, appearance, and the abilities of the sphere depend on the caster's level and he can use it to generate two of a number of effects per round, as decided by him at the beginning of each round (v. Tables 1, 2, 3, and 4). Note that there is no saving throw against any of the effects generated by the sphere.

The sphere generates its effects instantly, at the silent command of the caster, either by means of rays of light fired at a particular target within 50 yards of him or by enveloping itself with a magical field, with each instance of the latter taking the place of one ray. Note that, if the caster wins Initiative in a given round, some of these effects may take place at the same time one of his opponents acts. If the caster does not win Initiative, a ray or magical field can no longer affect such actions, unless specified otherwise. Although there needs to be a clear, unobstructed path between the sphere and its targets, the speed at which the sphere moves does not usually make this a problem.

Table 1. Jayeward's Blue Sphere Statistics

Caster Level	Sphere Size	Hit Points	Base Material and Cost of Material Component
16th	Large (3' diameter)	25 hp	copper; 500 gp
18th	Medium (2' diameter)	35 hp	silver; 1,000 gp
20th	Small (1' diameter)	45 hp	gold; 1,500 gp

Table 2. Jayeward's Blue Sphere Effects (Large Sphere)

Effect	Explanation
<i>Absorption Ray</i>	Prevents damage from one source by removing (some of) the damage potential from a weapon, spell, or effect for one round, effectively preventing the caster from suffering up to 10 points of damage from that source.
<i>Heat Ray</i>	Inflicts 3d6 points of fire damage on a single creature; ignites combustibles; may destroy items that fail an item saving throw vs. Magical Fire, as applicable.

<i>Regeneration Ray</i>	Bestows upon the caster a number of hit points equal to one quarter of the damage he inflicts on the targeted creature in hand-to-hand combat in that round, up to his normal allowed maximum number of hit points.
<i>Displacer Ray</i>	Causes the target to appear to be 1-2 feet from his actual position, making attacks aimed at him automatically miss the first time, applying to the first attacks from multiple opponents only if the second and successive attackers were unable to observe the initial miss(es); for the remainder of the round, the target enjoys a -2 Armor Class bonus as well as a +2 bonus to his saving throws against any ranged attacks directed at him (e.g., spells, gaze attacks, spitting attacks, breath weapons).
<i>Damage Shield</i>	Prevents up to 20 points of damage on the sphere itself.

Table 3. Jayemward's Blue Sphere Effects (Medium Sphere)

Effect	Explanation
<i>Absorption Ray</i>	Prevents damage from one source by removing (some of) the damage potential from a weapon, spell, or effect for one round, effectively preventing the caster from suffering up to 15 points of damage from that source.
<i>Heat Ray</i>	Inflicts 5d6 points of fire damage on a single creature; ignites combustibles; may destroy items that fail an item saving throw vs. Magical Fire, as applicable.
<i>Regeneration Ray</i>	Bestows upon the caster a number of hit points equal to half of the damage he inflicts on the targeted creature in hand-to-hand combat in that round, up to his normally allowed maximum number of hit points.
<i>Displacer Ray</i>	Causes the target to appear to be 1-2 feet from his actual position, making attacks aimed at him automatically miss the first time, applying to the first attacks from multiple opponents only if the second and successive attackers were unable to observe the initial miss(es); for the remainder of the round, the target enjoys a -2 Armor Class bonus as well as a +2 bonus to his saving throws against any ranged attacks directed at him (e.g., spells, gaze attacks, spitting attacks, breath weapons).
<i>Damage Shield</i>	Prevents up to 30 points of damage on the sphere itself.
<i>Anti-Magic Ray</i>	Surrounds target with an <i>anti-magic shell</i> for the remainder of the round, temporarily negating all magic within its confines (as <i>Anti-Magic Shell</i>).
<i>Fear Ray</i>	Causes target to panic, turning away from the caster and the sphere and flee at their maximum MV rate for 1d8+10 rounds; when the <i>fear</i> takes effect, the target has a 60% chance to drop whatever he is holding, modified by -5% for each level or Hit Die he has above 1; target suffers a -4 penalty on his Surprise checks for as long as he remains affected.

Table 4. Jayemward's Blue Sphere Effects (Medium Sphere)

Effect	Explanation
<i>Absorption Ray</i>	Prevents damage from one source by removing (some of) the damage potential from a weapon, spell, or effect for one round, effectively preventing the caster from suffering up to 20 points of damage from that source.
<i>Heat Ray</i>	Inflicts 7d6 points of fire damage on a single creature; ignites combustibles; may destroy items that fail an item saving throw vs. Magical Fire, as applicable.
<i>Regeneration Ray</i>	Bestows upon the caster a number of hit points equal to all of the damage he inflicts on the targeted creature in hand-to-hand combat in that round, up to his normally allowed maximum number of hit points (melee only).
<i>Displacer Ray</i>	Causes the target to appear to be 1-2 feet from his actual position, making attacks aimed at him automatically miss the first time, applying to the first attacks from multiple opponents only if the second and successive attackers were unable to observe the initial miss(es); for the remainder of the round, the target enjoys a -2 Armor Class bonus as well as a +2 bonus to his saving throws against any ranged attacks directed at him (e.g., spells, gaze attacks, spitting attacks, breath weapons).
<i>Damage Shield</i>	Prevents up to 40 points of damage on the sphere itself.
<i>Anti-Magic Ray</i>	Surrounds target with an <i>anti-magic shell</i> for the remainder of the round, temporarily negating all magic within its confines (as <i>Anti-Magic Shell</i>).
<i>Fear Ray</i>	Causes target to panic, turning away from the caster and the sphere and flee at his maximum MV rate for 1d8+12 rounds; when the <i>fear</i> takes effect, the target has a 60% chance to drop whatever he is holding, modified by -5% for each level or Hit Die he has above 1; target suffers a -4 penalty on his Surprise checks for as long as he remains affected.
<i>Anti-Sphere Ray</i>	Negates any one effect generated by any blue sphere, including itself ¹⁾ .
<i>Charm Monster Ray</i>	Causes one living creature with less Hit Dice than the caster (round fractions up; e.g., up to 7 Hit Dice for a 20th-level caster, who has the equivalent of 13 HD) to permanently regard him as a trusted friend and ally, to be treated well, heeded and protected from harm until freed from the effect (caster's will, a successful casting of <i>Dispel Magic</i> ; duration permanent, no periodical saving throws; otherwise as <i>Charm Monster</i>).

¹⁾ At the DM's option, this ray will also negate any one effect generated by one of the magical spheres that can be propelled by a 'pistol', a legendary device said to have been the domain of the "Artificers of the Island land Atlantis".

The material component of *Jayemward's Blue Sphere* is a miniature version of the sphere the caster wishes to call forth (scale 1:10), a filigreed sphere made of a precious metal and a variety of other fine and expensive materials and ingredients, and costing a minimum of 500 gp (v. Table 1).

Notes: *Jayemward's Blue Sphere* is a very rare spell restricted to Artificers. It is believed to be based on a legendary device said to have been the domain of the "Artificers of the Island land Atlantis".

At the DM's option, *Jayemward's Blue Sphere* may be adapted for use by other Wizards (e.g., Conjurers) – but only after thorough research and possibly the casting of additional magic (v. **DMG**, p. 64: "Spell Research"). Note that an adapted version will differ from the version above in a multitude of ways.

As an unofficial spell, *Jayemward's Blue Sphere* will only work as described at the DM's discretion.

Source/Origins: The "blue sphere": James M. Ward, *Magic and Science*, in: *The Dragon 1* (TSR, 1976); *Regenerate*: James M. Ward, *The Magic-User*, in: *Polyhedron 18* (TSR, 1984); *Regenerate*: Mark Middleton (comp.), *Wizard's Spell Compendium. Volume Three* (TSR, 1998)

Offakal's Orbicular Thesaurian

(Conjuration/Summoning)

Level: Wiz 7

Range: See below

Area of Effect: One spectator

Duration: Instantaneous

Casting Time: 7

Components: V S M

Saving Throw: None

Offakal's Orbicular Thesaurian allows the caster to summon one spectator (v. **CMM**, *Spectator*) from the middle outer plane of Nirvana and bind it into service. Note that there is no saving throw against this effect. The spectator appears within 70 feet of the caster and can only be commanded to guard a treasure. This command is an integral part of the spell and must be issued when the spell is cast: any attempts to otherwise command the spectator ruins the spell and sends the creature back to Nirvana immediately.

Once the spectator is given a task, it will function as a guard for up to 101 years, during which period it will let no one use, borrow, or examine anything it guards. If a guarded item is ever destroyed or successfully stolen, the spectator is released from service, free to return to Nirvana. The caster may take the item at any time, which will release the spectator.

The only other way a spectator may be forced to, temporarily, relinquish its task and return to its plane of origin is by blinding it: a blinded spectator cannot defend its treasure and will instantly return to Nirvana. However, it will return to the Prime Material Plane to resume its duties exactly after one day, fully healed and in full command of its abilities and mental facilities. In case it should find that the object it was guarding is now gone, it will again leave for Nirvana, never to return.

The spectator may very well allow any incidental treasure it may have gained while performing its duty to be taken freely – such valuables have no magical hold on its conscience.

The material components of *Offakal's Orbicular Thesaurian* are three eye stalks of a beholder, which are consumed in the casting.

Notes: *Offakal's Orbicular Thesaurian* is a very rare spell. It is believed to be in *Offakal's Vademecum to Extra-Planar Aides – Volume IV, Guardians: The Spectator*.

The spell is sometimes erroneously referred to as *Summon Spectator*.

As an unofficial spell, *Offakal's Orbicular Thesaurian* will only work as described at the DM's discretion.

Source/Origins: *Monster summoning V* and the sacrifice of three small eyes (or more) from a beholder: Lenard Lakofka, *The Secret of Bone Hill* (L1; TSR, 1981); *Monster Summoning V*: Gary Gygax and Rob Kuntz, *Dungeons & Dragons Supplement I. Greyhawk* (TSR, 1975); *Monster Summoning V*: Mark Middleton (comp.), *Wizard's Spell Compendium. Volume Three* (TSR, 1998)

Phantasmagoric Terrain

(**Illusion/Phantasm**)

Level: Wiz 5

Range: 60 yds

Area of Effect: One 20×20×20-yd cube/level

Duration: 1 rd/level

Casting Time: 5

Components: V S

Saving Throw: See below

Phantasmagoric Terrain enables the caster to surround all creatures in the area of effect with an illusion that presents them with an image that exactly conforms to what is actually behind them, no matter which way they look, although always horizontally anchored to whatever surface they are standing on and with the effect remaining centered on each of them while the spell lasts. The illusion covers the full visual range of each affected creature in the area of effect. It has visual, auditory, olfactory, and thermal components and it adapts to include any creatures in the area. Note that this means that creatures in the area of effect do not register items and creatures in it in their usual way and that they may very well bump into things or each other. For example, two individuals standing next to each other in an open field and affected by the spell could turn to face each other and see only what is actually behind them, no longer able to see, hear, or smell each other and bumping into each other if they would move forward. In like fashion, if they would turn away from each other, each would see the other in front of him, his back turned toward him and they would bump into each other if they would each take a step back.

Saving Throw: Creatures confronted with an illusion are not allowed a saving throw to avoid being affected by it. Instead, those that have one or more reasons to doubt the reality of the illusion may be allowed a Disbelief check. These reasons can be manifold (v. **PHB**, p. 108-111: "Illusions").

Disbelief Check: A Disbelief check is a saving throw vs. Spell allowed a creature that has a valid reason to doubt the reality of what it experiences, based only on the sensory information available to it. Disbelieving is a conscious act and always takes a minimum of one round, at the end of which the would-be disbeliever is granted a saving throw vs. Spell, with failure meaning that he remains subject to any and all effects the illusion generates and success that he recognizes it for what it is and that he can no longer be affected by it. If a disbeliever would communicate his knowledge to others, these may add a bonus (maximum +4) to their Disbelief check.

An illusion does not disappear as a result of a successful Disbelief check – disbelievers just know that it is an illusion.

Notes: *Phantasmagoric Terrain* is a very rare spell.

As an unofficial spell, *Phantasmagoric Terrain* will only work as described at the DM's discretion.

Source/Origins: New

Phantasmal Manuscript

(**Illusion/Phantasm**)

(**Mentalism**)

Level: Wiz 2

Range: 10 ft

Area of Effect: See below

Duration: See below

Casting Time: 2

Components: V S M

Saving Throw: None

Phantasmal Manuscript enables the caster to shape his own memory into the phantasmal image of any one specific, comprehensive amount of text known to him and studied by him before he casts the spell (e.g., a scroll, a book), which he can make to appear anywhere within 10 feet of him, even in mid-air, and remains for as long as he keeps paying some attention to it, plus one round for each of his levels, during which time he can move and manipulate it by silent act of will (e.g., turn a page, unroll a scrolled book), although he must keep it within 10 feet lest the spell ends immediately. While paying attention to the spell,

the caster can conduct a normal conversation, move at his normal MV rate, read whatever text the image contains, and even suffer minor damage, but he cannot engage in any other meaningful actions requiring his full concentration (e.g., combat, cast a spell).

The image is visible only to the caster and he can see it as clear as if in daylight, no matter the lighting conditions. It will be as large or small as the original and otherwise resembles it in all respects. The image cannot be magically charged in any way. Thus, while the caster can create an image of his spell book, he cannot use it to memorize new spells.

The material component of *Phantasmal Manuscript* is a small prism cut from some clear mineral (e.g., quartz). When he memorizes the spell, the caster must have the manuscript at hand and briefly scan (all of) its contents.

Notes: *Phantasmal Manuscript* is a rare spell for Illusionists and Mentalists; it is otherwise very rare.

As an unofficial spell, *Phantasmal Manuscript* will only work as described at the DM's discretion.

Source/Origins: New

Project Other – Restricted: Illusionist (Illusion/Phantasm)

Level: Wiz 7

Range: Touch

Area of Effect: One other creature (See below)

Duration: See below

Casting Time: 7

Components: V S

Saving Throw: See below

Project Other allows the caster to create an illusory reflection of one creature like him (and its equipment; the image), which appears next to him when the spell is cast and remains under his complete control for as long as he keeps concentrating on it, plus one round for each of his levels, during which time he can see and hear through its eyes and make it behave more or less like the creature it resembles (the original). The caster can thus affect any creature of the same race as he is. Note that touching an unwilling or unsuspecting creature, or one engaged in combat, may require a to hit roll and that a creature so touched is allowed a saving throw vs. Spell, with success meaning that the spell fails.

While concentrating on the image, the caster can see and hear through its eyes and ears as if they were his own and he can make it behave exactly like the original simply by commanding it to engage in some act, providing he knows how the original would act under those circumstances (e.g., the image can be made to move like the original or to sound like him if made to speak). This includes having the image cast spells like the original, with full visual and auditory effects, if the caster knows these spells himself and is aware of the fact that the original can cast them. Note that the effects of such spells are illusory and that they do not generate any real effects, although they may still cause creatures to react to them as if they were real.

If the caster cannot make the image sound or act exactly like the original, it will sound and act as directed by him, although this may still lead to observers taking the image for the original, as dependent on the caster's skill to imitate him. However, the caster cannot make the image 'cast' any other spells than he knows the original can cast.

Furthermore, as long as the image remains, the caster can 'program' it to continue to act in a certain way for any number of the rounds it remains after his concentration is broken, as defined by him before this happens, as long as each round of the image acting thusly immediately follows the previous one and with the caveat that the image cannot react to changes in its environment during these rounds. If it still remains when its 'program' ends, the image will simply remain immobile for the remainder of its allotted time.

Programming the image in this way requires the caster to spend one round for each round he wishes it to act in a future round, during each of which he cannot make it engage in any other meaningful acts other than moving at MV 6 and reacting to questions or remarks with one-syllable words.

While concentrating on the spell, the caster cannot engage in any other meaningful actions (e.g., move, speak, combat, cast spells). Note that the image remains for quite some time after the caster's concentration is broken for any reason (e.g., due to desire, when moving or speaking, when he suffers damage) and that he cannot regain control of it after that.

The material component of *Project Other* is a material rendition of the original of any kind that must instantly be recognizable as such (e.g., a drawing, a carved figurine) and which is consumed in the casting.

Saving Throw: Creatures confronted with an illusion are not allowed a saving throw to avoid being affected by it. Instead, those that have one or more reasons to doubt the reality of the illusion may be allowed a Disbelief check. These reasons can be manifold (v. **PHB**, p. 108-111: "Illusions").

Disbelief Check: A Disbelief check is a saving throw vs. Spell allowed a creature that has a valid reason to doubt the reality of what it experiences, based only on the sensory information available to it. Disbelieving is a conscious act and always takes a minimum of one round, at the end of which the would-be disbeliever is granted a saving throw vs. Spell, with failure meaning that he remains subject to any and all effects the illusion generates and success that he recognizes it for what it is and that he can no longer be affected by it. If a disbeliever would communicate his knowledge to others, these may add a bonus (maximum +4) to their Disbelief check.

An illusion does not disappear as a result of a successful Disbelief check – disbelievers just know that it is an illusion.

Notes: *Project Other* is a very rare spell restricted to Illusionists.

At the DM's option, *Project Other* may be adapted for use by other Wizards (e.g., Mentalists) – but only after thorough research and possibly the casting of additional magic (v. **DMG**, p. 64: "Spell Research"). Note that an adapted version will differ from the version above in a multitude of ways.

As an unofficial spell, *Project Other* will only work as described at the DM's discretion.

Source/Origins: New

Sansqueue's Amazing Saltation (Alteration) (Dimension)

Level: Wiz 3

Range: 0

Area of Effect: The caster

Duration: Instantaneous

Casting Time: 3
Components: V S M
Saving Throw: None

Sansqueue's Amazing Saltation allows the caster to execute a prodigious leap that takes him and anything he wears and carries – subject to a maximum weight equal to 500 pounds of non-living matter or half that amount of living matter – up to 120 yards into the air and to a destination within 360 yards of him. Providing he was allowed to complete his trajectory and his destination has remained unchanged, the caster arrives at the exact spot desired, facing in the direction he did when he cast the spell, upon which he must spend the remainder of the round recovering from the experience.

Effects that would normally change his trajectory (e.g., violent winds) have no effect on the caster or anything he wears or carries while he is in transit. The caster must have a clear line of sight to his destination and his trajectory cannot take him through solid objects or creatures (e.g., a ceiling, a flying dragon). If the caster would hit a solid creature while *en route* to his destination – including one that would suddenly have disappeared where he would land – both parties suffer 1d6 points of damage for every 10 feet the caster has traveled so far, up to a maximum of 20d6 for distances of more than 200 feet (approximately 66 yards); hitting an object *en route* will result in much the same, although the object may be required to pass an item saving throw instead of suffering damage. In like fashion, if the desired landing spot would somehow have vanished (e.g., a wall or platform has collapsed), the caster will suffer falling damage in accordance with the distance he has to travel after reaching the point where his destination used to be, unless such can be prevented in some way (e.g., *Feather Fall*).

The material component of *Sansqueue's Amazing Saltation* is a pair of frog's legs.

Notes: *Sansqueue's Amazing Saltation* is a very rare spell.

As an unofficial spell, *Sansqueue's Amazing Saltation* will only work as described at the DM's discretion.

Source/Origins: *Frog boat*: Gary Gygax and Frank Mentzer, *The Book of Marvelous Magic* (TSR, 1985)

Silken Serenade – Restricted: *Bard Song*

(Enchantment/Charm)

(Song)

Level: Bard 2
Range: 60 yds
Area of Effect: One intelligent creature (See below)
Duration: See below
Casting Time: See below
Components: V S M
Saving Throw: See below

Silken Serenade is a *bard song* that allows a Bard to magically augment his attempt to influence the reaction¹⁾ of one individual of the same race or one closely associated with it (e.g., a half-elf in case of a human Bard), so that that individual will regard him as an object of desire for the duration of effect, to be pursued romantically and protected from harm, much as if they were temporarily in love with him. The target is compelled to listen to the Bard's artistic effort (e.g., a song, speech, a series of jokes, a musical effort) until it ends, upon which they must pass a saving throw vs. Paralyzation at a -1 penalty for every three of the Bard's levels or portion thereof or be affected for a period of time as dictated by the Bard's level (v. Table 1). This saving throw is further modified by the Bard's Charisma-based Reaction Adjustment, which is added as a penalty to the target's die-roll (e.g., a Bard with Charisma 15 would impose an additional -3 penalty). Furthermore, targets who would not likely be susceptible to the Bard's efforts (e.g., a married woman loyal to her spouse; a Priestess who has sworn a vow of chastity; any individual who would have good reason to doubt the Bard's intentions; one whose culture, habits, or moral compass is opposite to those of the Bard; a dwarf in case of a human Bard; a male Bard targeting a heterosexual male) are allowed a bonus to their saving throw (up to a maximum of +4), while all targets are also allowed to add their Wisdom-based Magical Defense Adjustment to their saving throw. At the DM's discretion, a Bard using a musical instrument or special skill for his effort may impose a single additional -1 penalty to the target's saving throw if he passes an appropriate NWP check (e.g., an NWP *Musical Instrument* check for a musical effort or an NWP *Poetry* check for a poetic one).

Table 1. Silken Serenade Effects

Bard Level	Saving Throw Modifier	Duration of Effect
2nd	-1	1 turn
4th	-2	2 turns
7th	-3	3 turns
10th	-4	4 turns
13th	-5	5 turns
16th	-6	6 turns

Affected creatures will clear their mind of any aggressive notions about the Bard (e.g., drop weapons, remove armor to 'slip into something more comfortable') and approach the Bard with romance in mind, regarding him as a beloved paramour. While thus affected, the victim will view any and all of the Bard's words and actions in the most favorable way, although they will never blindly follow any of his suggestions (e.g., they would not obey a suicide command, although they might comply if assured that the only chance to engage in a romantic exchange is for them to hold back an onrushing vicious dog for "just a minute or two"). Although *Silken Serenade* does not endow the Bard with linguistic capabilities beyond those he normally possesses, he can still use the sound of his voice and musical instrument to convey his intent.

The effect ends the very moment the Bard or any of his known or recognized companions engages in any action that would be opposite to the target's intentions and moral code (e.g., attack, kill an innocent child).

Note that all effects take place instead of any results the Bard's attempt at influencing reactions would normally generate.

Notes: *Silken Serenade* is a very rare *bard song*.

As an unofficial *bard song*, *Silken Serenade* works only as described at the DM's discretion.

¹⁾ **Influence Reactions:** When a Bard is performing before a group of people (or creatures) who are not attacking him (nor intending to do so in just seconds), he can try to alter their mood, either softening it or making it uglier. He can do this by whatever method is most suitable to the situation at the moment – a fiery speech, collection of jokes, a sad tale, a fine tune played on a fiddle, a haunting lute melody, or a heroic song

from the old homeland. All members of the group who can hear the Bard must then pass a saving throw vs. Paralyzation, at a -1 penalty for every three levels of the Bard (round fractions down), with failure meaning that their mood shifts one level toward either the "Friendly" or "Hostile" end of the scale, at the Bard's option (v. **DMG**, p. 140: "Encounter Reactions"; e.g., the Bard can cause an "Indifferent" group to become either "Friendly" or "Cautious" with regard to him and his companions). However, those who pass their saving throw have their mood shifted one level from their starting mood in the direction opposite to the one the Bard intended. In case of a large crowd, the DM can have groups of creatures make saving throws using average Hit Dice (e.g., the commoners in a group might save as 1-HD creatures and the nobles as 3-HD creatures or at any other appropriate level as determined by the DM).

Source/Origins: *Seduction I, Seduction II, Seduction III, Seduction IV, Seduction V, Seduction VI*: Len Lakofka, *Notes on Women & Magic – Bringing the Distaff Gamer into D&D*, in: *The Dragon 3* (TSR, 1976); *Seduction I, Seduction II, Seduction III, Seduction IV, Seduction V, Seduction VI*: Bill Muhlhause, *The Witch*, in: *Dragon 114* (TSR, 1986); *Seduction I, Seduction II, Seduction III, Seduction IV, Seduction V, Seduction VI*: Mark Middleton (comp.), *Wizard's Spell Compendium. Volume Three* (TSR, 1998)

Silly Symphonies – Restricted: *Bard Song*

(Enchantment/Charm)

(Song)

Level: Bard 2

Range: 20 yds

Area of Effect: One or more intelligent creatures

Duration: See below

Casting Time: 2

Components: V S M

Saving Throw: See below

Silly Symphonies is a *bard song* that allows a Bard who is attempting to influence the reactions¹⁾ of a number of creatures with Intelligence 5 (Low) or more within range to magically add an audible, silly component to his effort (e.g., a song, speech, a series of jokes, a musical effort), which can lead to any one of number of effects, as determined by him when he starts his effort and dependent on his level (v. Table 1). These effects take place instead of any results his attempt would normally generate.

Typically, the Bard can only target a group of creatures that share the same or similar social and cultural values. For instance, he may have trouble targeting both groups in a crowd of elves and dwarves, perhaps with bonuses to the saving throws of one group as determined by the DM. Also, at the DM's option, a Bard using a musical instrument or special skill for his effort may be allowed to pass one appropriate NWP check (e.g., an NWP *Musical Instrument* check for a musical effort or an NWP *Poetry* check for a poetic one) to add another -1 penalty to the saving throws his audience must make.

All effects except the dance enforced by a 16th-level Bard instantly end for all affected creatures if the Bard or any of his known or recognized companions would engage in an aggressive act (automatically gaining Surprise) against any of them.

Table 1. Silly Symphonies Results

Bard Level	Sound Equivalent ¹⁾	#Creatures Affected	Effect on Listeners ²⁽³⁾
2nd	2/1	1	Good-humored
4th	3/2	2	Perceive Bard as hilariously funny and laugh
7th	4/4	4	Listen, laugh, and consider Bard harmless
10th	6/5	8	Cease activities, listen, laugh, consider Bard harmless and as Charisma 20
13th	7/7	16	Cease activities, listen, participate, laugh, consider Bard harmless and as Charisma 20
16th	9/8	32	Cease activities, listen, dance, laugh, consider Bard harmless and as Charisma 20

¹⁾ Volume of sound expressed as the equivalent of a number of singers and instruments.

²⁾ See below for descriptions of effects.

³⁾ Note that the Bard can choose any one effect allowed him at his current level.

Bard 2: Affected creature will be good-humored and impressed with the Bard when he ends his effort, being required to pass a saving throw vs. Paralyzation or be compelled to make an effort to be friendly with him for 1d4+1 rounds and even fulfill his reasonable request, as appropriate to the situation.

Bard 4: Affected creatures will perceive the Bard and his antics as hilariously funny, smiling, giggling, chuckling, tittering, snickering, guffawing, and finally, when he ends his efforts, be required to pass a saving throw vs. Paralyzation at a -1 penalty or burst into gales of laughter for 1 round, requiring the next round to regain their composure and being good-humored and impressed with the Bard for 1d4+1 rounds after that, compelled to make an effort to be friendly with him and even fulfill his reasonable request, as appropriate to the situation.

Bard 7: As above but save vs. Paralyzation at a -2 penalty or laugh for 1d2 rounds and permanently regard the Bard as harmless and not a source of danger for one day after regaining their composure.

Bard 10: As above, plus compelled to cease all activities and listen to the Bard for as long as he continues the effort; save vs. Paralyzation at a -3 penalty or be racked with laughter, unable to do anything else for 1d4 rounds; require 1d2 rounds to regain their composure; and thereafter permanently consider the Bard as harmless and treat him as if he had the equivalent of Charisma 20 for one day.

In addition, creatures that pass their saving throw will act much like as if they were *confused* for 1d10 rounds, their actions determined by the DM at the beginning of each round by rolling 1d10 on Table 2. Creatures that "wander away" will move away from the Bard for the remainder of the effect, using their most typical mode of movement (e.g., bipeds walk, aarakocra fly).

Confused creatures that are attacked perceive the attacker as an enemy and act according to their basic nature.

Table 2. Silly Symphonies Confusion Results

1d10	Action
1	Wander away from the Bard for the duration of the effect; do not regain control over actions if prevented; roll again the next round
2	Act as compelled by the Bard's effort for one round; roll again the next round
3-8	Stand bemused for one round; roll again the next round
9	Act as compelled by the Bard's effort for one round; roll again the next round
10	Wander away from the Bard for the duration of the effect; do not regain control over actions if prevented; roll again the next round

Bard 13: As above, plus compelled to participate in the Bard's effort in some way (e.g., clap, tap feet, sing, whistle, or hum along) for 12 rounds even if he would cease his effort after 6 rounds; save vs. Paralyzation at a -4 penalty or be racked with laughter for the next 2d4 rounds, unable to do anything else; require 1d4 rounds to regain their composure; permanently consider the Bard as

harmless thereafter and treat him as if he had the equivalent of Charisma 20 for one day; act as if *confused* if they fail their saving throw.

Bard 16: As above, plus compelled to dance, sing, clap, and engage in jolly capers for as long as the Bard continues his effort and for 1d4+1 rounds after he stops at any time, unable to do anything else, even to defend themselves (+4 AC penalty, fail all saving throws except as demanded by the effort); save vs. Paralyzation at a -5 penalty after stopping their dance and be racked with laughter for the next 2d4 rounds, unable to do anything else; require 2d4 rounds to regain their composure; permanently consider the Bard as harmless thereafter and treat him as if he had the equivalent of Charisma 20 for one day; act as if *confused* if they fail their saving throw.

The material component of *Silly Symphonies* is a musical instrument, to be played skillfully by the Bard.

Notes: *Silly Symphonies* is a very rare *bard song*.

As an unofficial *bard song*, *Silly Symphonies* works only as described at the DM's discretion.

¹⁾ **Influence Reactions:** When a Bard is performing before a group of people (or creatures) who are not attacking him (nor intending to do so in just seconds), he can try to alter their mood, either softening it or making it uglier. He can do this by whatever method is most suitable to the situation at the moment – a fiery speech, collection of jokes, a sad tale, a fine tune played on a fiddle, a haunting lute melody, or a heroic song from the old homeland. All members of the group who can hear the Bard must then pass a saving throw vs. Paralyzation, at a -1 penalty for every three levels of the Bard (round fractions down), with failure meaning that their mood shifts one level toward either the “Friendly” or “Hostile” end of the scale, at the Bard's option (v. **DMG**, p. 140: “Encounter Reactions”; e.g., the Bard can cause an “Indifferent” group to become either “Friendly” or “Cautious” with regard to him and his companions). However, those who pass their saving throw have their mood shifted one level from their starting mood in the direction opposite to the one the Bard intended. In case of a large crowd, the DM can have groups of creatures make saving throws using average Hit Dice (e.g., the commoners in a group might save as 1-HD creatures and the nobles as 3-HD creatures or at any other appropriate level as determined by the DM).

Source/Origins: *Friends*: Gary Gygax, *Players Handbook* (TSR, 1978); *Otto's Irresistible Dance*: Gary Gygax, *Players Handbook* (TSR, 1978); *Leomund's Lamentable Belaborment*: Gary Gygax, *Unearthed Arcana* (TSR, 1985); *Tasha's Uncontrollable Hideous Laughter*: Gary Gygax, *Unearthed Arcana* (TSR, 1985); *Jest*: Gregg Sharp, *The Geisya*, in: *Dragon 121* (TSR, 1987); *Siren Song*: James Wyatt, *Arcane Lore. Haunting Melodies*, in: *Dragon 256* (TSR, 1998)