

The Life and Times of Tocki Loripple Minabelt Silvertongue Flipwidget Glibnozzle: The Early Years

Poor Tocki. There she was, living her blessed life as a story-teller and fifth-apprentice-coffee-fetcher to The Grand High Tinkerer His-Very-Own-self. All was going well -- her perfect gnomish life laid out before her. She had earned fifty-seven separate names and titles among her people (for the quality of her coffee-fetching, and 'best use of melody in Story-telling about giant steam-powered machinery').

But then The Most Holy and Blessed Beloved Garl Glittergold of more-names-than-we-dare-repeat (partly because it would take the better part of a year), god of the Rock Gnomes, chose to elevate Tocki from among all of gnome-kind, and was a total asshole to her. Yeah, yeah, yeah, it's supposed to be a wonderful and divine and beautiful calling. Bullshit.

When the great god of Luck and Thievery shows up in your dream and tells you "hey sister, leave behind your comfortable fire and your coffee-delivering-to-tinker-master-ways, because you are now on a mission for Garl" you sort of have to sigh, give up your wonderful life and become a paladin of Garl -- following the dictates of the mission. You don't have to right away -- and it's even discouraged because, well, he is a god of trickery and may just be yanking your chain. But when, every night, Garl pesters you and bugs you and insults you -- and suggests that a plague of ferrets may visit you if you don't do what he says -- you begin to be convinced. Even more so when the cruel and vindictive (but oh-so-wonderful I-really-mean-it-you-are-swell Garl -- please don't curse us or take-our-stuff-and-replace-it-with-a-variety-of-smelly-cheeses just because you think it'd be funny) god arranges for you to trip and fall six times while delivering coffee to the tinker-master, so that you lose your cushy and honorable job (and get a burn on your nose from the hot beverage).

So, anyhow, Tocki went among the humans. Which, of course, means further indignity; as the humans have no respect for proper and right naming conventions, and because their accents are atrocious, she dropped fifty-one of her very favorite names and titles. And even the six that she continues to sign with in human culture (a terrible and backwards culture that leaves only one short line for signing hotel registers rather than the traditional page-per-commoner-guest-and-five-pages-per-noble-guest), are too many names for the typical human to keep track of -- so with these primitives she goes simply by Tocki (the first professional name she earned -- for having performed her first coffee-delivering act such that the cup was set down precisely at the down-tock of the tinkerer's current experiment).

So, Tocki stays with and works with and watches these human adventurers. For this is the sacred (NOT!) task that Garl (stupid jerk!) set her to accomplish: To sojourn with a human adventuring group for three years, and to write a thesis about human nature in the form of a two-hundred-and-seventy-seven stanza limerick based upon her experiences. Only at the conclusion of this, will she be able to return to her life of coffee-delivery and melodic storytelling. And having completed the traditional three-year-term of enforced devotion to a Gnomish deity is fully intending to switch her allegiance to his sexier brother Gelf Darkhearth (that's right Garl, you heard me!) the gnomish deity of revenge and entropy, and a better dancer than Garl (there, I said it!) who's sense of humor is generally less terrible and who is so busy making things break that he doesn't bother haunting would-be-pilgrims.

Tocki Loripple Minabelt Silvertongue Flipwidget Gibnozle

Mel MacDonald

CHARACTER NAME

PLAYER NAME

REGION

Ex-Bard/Paladin

Gnome(Rock)

Small

Female

LG

Garl Glittergold



CLASS

Humanoid(gnome)

52

3'0"

37 lbs

Light blue

White, curly

LEVEL

1/2

AGE

HEIGHT

WEIGHT

EYES

HAIR

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	14	+2		
DEX DEXTERITY	14	+2		
CON CONSTITUTION	12	+1		
INT INTELLIGENCE	12	+1		
WIS WISDOM	8	-1		
CHA CHARISMA	14	+2		

TOTAL	WOUNDS	NON-LETHAL DAMAGE	SPEED
HP HT POINTS	21		20 ft/x4
AC ARMOR CLASS	17 = 10 + 4 + 0 + 2 + 1 + 0 + 0 + 0		
TOUCH ARMOR CLASS	13	FLAT-FOOTED ARMOR CLASS	15
INITIATIVE	+2 = 2 + 0		
BASE ATTACK	+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MSC. BONUS	TEMP. MODIFIER
FORTITUDE CONSTITUTION	+6 = 3 + 1 + 2	3	1	2	
REFLEX DEXTERITY	+6 = 2 + 2 + 2	2	2	2	
WILL WISDOM	+3 = 2 + -1 + 2	2	-1	2	
GRAPPLE MODIFIER	+0 = 2 + 2 + -4 + 0	2	2	-4	0

CONDITIONAL MODIFIERS

SPELL RESISTANCE	ARCANE SPELL FAILURE	ACTION POINTS
0	10%	

MELEE	TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MSC. BONUS	TEMP. MODIFIER
ATTACK BONUS	+5 = 2 + 2 + 1 + 0	2	2	1	0	
RANGED	+5 = 2 + 2 + 1 + 0	2	2	1	0	

ATTACK 1	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork spiked chain	+6	1d6+3	20/x2
RANGE	WEIGHT	TYPE	SIZE
0 ft	5 lb	P	Small
SPECIAL PROPERTIES			
Two-handed			

ATTACK 2	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Shortbow	+5	1d4	20/x3
RANGE	WEIGHT	TYPE	SIZE
60 ft	1 lb	P	Small
SPECIAL PROPERTIES			
Two-handed			

ATTACK 3	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

ATTACK 4	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

ATTACK 5	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

ATTACK 6	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS:		
			ABILITY MODIFIER	RANKS	MSC. BONUS
x Appraise ¹	INT	5	= 1 + 4 + 0		
x Balance ¹	DEX*	4	= 2 + 0 + 2		
x Bluff ¹	CHA	7	= 2 + 5 + 0		
x Climb ¹	STR*	2	= 2 + 0 + 0		
x Concentration ¹	CON	1	= 1 + 0 + 0		
x Craft skills... ¹	INT	1	= 1 + 0 + 0		
x Diplomacy ¹	CHA	10	= 2 + 6 + 2		
x Disguise ¹	CHA	2	= 2 + 0 + 0		
x Escape Artist ¹	DEX*	2	= 2 + 0 + 0		
x Forgery ¹	INT	1	= 1 + 0 + 0		
x Gather Information ¹	CHA	2	= 2 + 0 + 0		
x Heal ¹	WIS	-1	= -1 + 0 + 0		
x Hide ¹	DEX*	6	= 2 + 0 + 4		
x Intimidate ¹	CHA	4	= 2 + 0 + 2		
x Jump ¹	STR*	-2	= 2 + 0 + -4		
x Listen ¹	WIS	5	= -1 + 4 + 2		
x Move Silently ¹	DEX*	2	= 2 + 0 + 0		
x Perform skills ... ¹	CHA	2	= 2 + 0 + 0		
x Perform (Singing)	CHA	6	= 2 + 4 + 0		
x Ride ¹	DEX	2	= 2 + 0 + 0		
x Search ¹	INT	1	= 1 + 0 + 0		
x Sense Motive ¹	WIS	-1	= -1 + 0 + 0		
x Speak Language	INT		= 0 + 4 + 0		
x Spot ¹	WIS	-1	= -1 + 0 + 0		
x Survival ¹	WIS	-1	= -1 + 0 + 0		
x Swim ¹	STR**	2	= 2 + 0 + 0		
x Tumble	DEX*	7	= 2 + 5 + 0		
x Use Rope ¹	DEX	2	= 2 + 0 + 0		

¹ This skill can be used even if the character has zero skill ranks.
 * This skill is a class skills for at least one of your classes.
 * Armor check penalty, if any, applies. ** Double the armor check penalty.

Detect Magic

Divination

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level
(D)

Saving Throw: None

Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round

Presence or absence of magical auras.

2nd Round

Number of different magical auras and the power of the most potent aura.

3rd Round

The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make [Spellcraft skill checks](#) to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength

An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, detect magic indicates the stronger of the two.

Spell or Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+ (artifact)

Lingering Aura

A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6×10 minutes

Overwhelming 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers.

Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Light

Evocation [Light]

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

Arcane Material Component

A firefly or a piece of phosphorescent moss.

Mending

Transmutation

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: One object of up to 1 lb.

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a *warp wood* spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by mending. The spell can repair a magic item,

but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staffs, or wands, nor does it affect creatures (including [constructs](#)).

Read Magic

Divination

Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

By means of read magic, you can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a [glyph of warding](#) with a DC 13 [Spellcraft](#) check, a [greater glyph of warding](#) with a DC 16 [Spellcraft](#) check, or any symbol spell with a [Spellcraft](#) check (DC 10 + spell level).

Read magic can be made permanent with a [permanency](#) spell.

Focus

A clear crystal or mineral prism.

Dancing Lights

Evocation [Light]

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Up to four lights, all within a 10-ft.-radius area

Duration: 1 minute (D)

Saving Throw: None

Spell Resistance: No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like [will-o'-wisps](#)), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

Dancing lights can be made permanent with a [permanency](#) spell.

Ghost Sound

Illusion (Figment)

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Illusory sounds

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring *dire tiger* is equal to the noise from twenty humans.

Ghost sound can enhance the effectiveness of a *silent image* spell.

Ghost sound can be made permanent with a *permanency* spell.

Material Component

A bit of wool or a small lump of wax.

Prestidigitation

Universal

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target, Effect, or Area: See text

Duration: 1 hour

Saving Throw: See text

Spell Resistance: No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Speak with Animals

Divination

Level: Brd 3, Drd 1, Rgr 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Bardic Knowledge

A bard may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in [Knowledge](#) (history), he gains a +2 bonus on this check.)

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not [take 10](#) or [take 20](#) on this check; this sort of knowledge is essentially random.

DC Type of Knowledge

10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Countersong (Su)

A bard with 3 or more ranks in a [Perform](#) skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a [Perform](#) check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a [sonic](#) or language-dependent magical attack may use the bard's [Perform](#) check result in place of its [saving throw](#) if, after the saving throw is rolled, the [Perform](#) check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's [Perform](#) check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp)

A bard with 3 or more ranks in a [Perform](#) skill can use his music or poetics to cause one or more creatures to become [fascinated](#) with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, a bard makes a [Perform](#) check. His check result is the DC for each affected creature's [Will save](#) against the effect. If a creature's [saving throw](#) succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a -4 penalty on [skill checks](#) made as reactions, such as [Listen](#) and [Spot](#) checks. Any potential threat requires the bard to make another [Perform](#) check and allows the creature a new saving throw against a DC equal to the new [Perform](#) check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su)

A bard with 3 or more ranks in a [Perform](#) skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against [fear](#) and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 [morale bonus](#) on [saving throws](#) against [charm](#) and [fear](#) effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

Aura of Good (Ex)

The power of a paladin's aura of good (see the [detect good](#) spell) is equal to her paladin level.

Smite Evil (Su)

Once per day, a paladin may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her [attack roll](#) and deals 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the paladin may smite evil one additional time per day, as indicated on [Table: The Paladin](#), to a maximum of five times per day at 20th level.

Lay on Hands (Su)

Beginning at 2nd level, a paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin level × her Charisma bonus. A paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a [standard action](#).

Alternatively, a paladin can use any or all of this healing power to deal damage to [undead](#) creatures. Using lay on hands in this way requires a successful melee [touch attack](#) and doesn't provoke an [attack of opportunity](#). The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

Detect Evil

Divination

Level: Clr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./ level
(D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

1st Round

Presence or absence of evil.

2nd Round

Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present.

If you are of good **alignment**, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are **stunned** for 1 round and the spell ends.

3rd Round

The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power

An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a **cleric**) class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Creature/Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Evil creature ¹ (HD)	10 or lower	11-25	26-50	51 or higher
Undead (HD)	2 or lower	3-8	9-20	21 or higher
Evil outsider (HD)	1 or lower	2-4	5-10	11 or higher
Cleric of an evil deity ² (class levels)	1	2-4	5-10	11 or higher
Evil magic item or spell (caster level)	2nd or lower	3rd-8th	9th-20th	21st or higher

Lingering Aura

An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect evil is cast and directed at such a location, the spell indicates an

aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6×10 minutes
Overwhelming	1d6 days

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them.

Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Cure Light Wounds

Conjuration (Healing)

Level: Brd 1, Clr 1, Drd 1, Healing 1, Pal 1, Rgr 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Hideous Laughter

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature; see text

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling **prone**. The subject can take no actions while laughing, but is not considered **helpless**. After the spell ends, it can act normally.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its **saving throw**, because humor doesn't "translate" well.

Material Component

Tiny tarts that are thrown at the target and a feather that is waved in the air.

Sleep

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: One or more living creatures within a 10-ft.-radius burst

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

A sleep spell causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

Sleeping creatures are **helpless**. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a **standard action** (an application of the **aid another** action).

Sleep does not target **unconscious** creatures, **constructs**, or **undead** creatures.

Material Component

A pinch of fine sand, rose petals, or a live cricket.

Alter Self

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You assume the form of a creature of the same type as your normal form. The new form must be within one size category of your normal size. The maximum HD of an assumed form is equal to your caster level, to a maximum of 5 HD at 5th level. You can change into a member of your own kind or even into yourself.

You retain your own ability scores. Your class and level, hit points, **alignment**, base attack bonus, and base save bonuses all remain the same. You retain all supernatural and **spell-like** special attacks and qualities of your normal form, except for those requiring a body part that the new form does not have (such as a mouth for a **breath weapon** or eyes for a **gaze attack**).

You keep all **extraordinary** special attacks and qualities derived from class levels, but you lose any from your normal form that are not derived from class levels.

If the new form is capable of speech, you can communicate normally. You retain any spellcasting ability you had in your original form, but the new form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have limbs capable of fine manipulation to use somatic or material components.

You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), **natural armor bonus**, **natural weapons** (such as claws, bite, and so on), racial skill bonuses, racial bonus feats, and any gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

You do not gain any **extraordinary** special attacks or special qualities not noted above under physical qualities, such as **darkvision**, **low-light vision**, **blindsight**, **blindsight**, **fast healing**, **regeneration**, **scent**, and so forth.

You do not gain any **supernatural** special attacks, special qualities, or **spell-like abilities** of the new form. Your creature type and subtype (if any) remain the same regardless of your new form. You cannot take the form of any creature with a **template**, even if that template doesn't change the creature type or subtype.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that kind. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form's kind. You are effectively disguised as an average member of the new form's race. If you use this spell to create a disguise, you get a +10 bonus on your **Disguise** check.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

Enthrall

Enchantment (Charm) [Language Dependent, Mind-Affecting, Sonic]

Level: Brd 2, Clr 2

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Targets: Any number of creatures

Duration: 1 hour or less

Saving Throw: Will negates; see text

Spell Resistance: Yes

If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the [saving throw](#).

A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new [saving throw](#) if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing.

If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.