

SONG



PROJECT VOICE

Duration 1 minute

For the duration, anything you say or sing can be heard up to 1 mile away.

SHADOW 140

UTILITY 0

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SONG



SONG OF FRIENDSHIP

Target Each creature you choose within short range that can hear you

You concentrate for 1 minute, during which time you sing. When you finish, each target must make a Will challenge roll. On a failure, it becomes charmed for 1 hour or until it takes damage.

SHADOW 140

ATTACK 0

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SONG OF COURAGE

Target Each creature you choose within short range that can hear you

Duration 1 minute

For the duration, each target cannot become charmed, compelled, or frightened while it remains within short range of you and can hear you. The effect ends immediately if you stop singing or cast another spell.

SHADOW 140

UTILITY 1

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SONG OF INSPIRATION

Duration 1 minute

When you cast the spell, and on each of your turns for the duration, choose one creature within short range of you that can hear you. The target makes its next attack roll or challenge roll with 2 boons. The effect ends immediately if you stop singing or cast another spell.

SHADOW 140

UTILITY 1

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SONG OF VALOR

Duration 1 minute

When you cast the spell and on each of your turns for the duration, choose one creature within short range of you that can hear you. The target deals 1d6 extra damage with weapon attacks for 1 round. The effect ends immediately if you stop singing or cast another spell.

SHADOW 140

UTILITY 1

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SONG OF CAPTIVATION

Duration Concentration, up to 1 minute

When you cast the spell, and when you use an action to concentrate on it, choose one creature within short range that can hear you. The target must get a success on a Will challenge roll or become charmed for the duration. While charmed in this way, the creature can take only slow turns and must move toward you on its turn if it is more than 10 yards from you. The effect ends immediately if you stop singing or cast another spell.

SHADOW 140

ATTACK 2

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SONG OF HEALING

Target Each creature you choose within short range that can hear you

You concentrate for 1 minute, during which time you sing. When you finish, each target that was within short range of you for the entire performance heals damage equal to its healing rate.

SHADOW 141

UTILITY 2

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SONG OF RIBALDRY

Duration Concentration, up to 1 minute

When you cast the spell, and when you use an action to concentrate on it, choose one creature within short range that can hear you. The target must make a Will challenge roll. It becomes immune to this casting of the spell on a success, or becomes impaired for the duration on a failure. While impaired in this way, the creature is also slowed.

SHADOW 141

ATTACK 3

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SONG OF DREAD

Duration Concentration, up to 1 minute

When you cast the spell, and when you use an action to concentrate on it, choose one creature within short range that can hear you. The target must make a Will challenge roll. It becomes immune to this casting of the spell on a success, or becomes frightened for the duration on a failure. While frightened in this way, the creature must use its action on each turn to rush away from you by the safest available route. If the creature cannot hear you at the end of the round, it removes this affliction.

SONG



SONG OF SLUMBER

Duration Concentration, up to 1 minute

When you cast the spell, and when you use an action to concentrate on it, choose one creature within short range that can hear you. The target must make a Will challenge roll. It becomes immune to this casting of the spell on a success, or becomes slowed for the duration on a failure. While slowed in this way, the creature is also fatigued. If the creature cannot hear you at the end of the round, it removes these afflictions. If the target is already slowed, it instead falls asleep for 1 hour.

SONG



SONG OF HEROES

Target Up to three creatures within short range that can hear you

Duration 1 minute

For the duration, or until it can no longer hear you, each target gains a +20 bonus to Health and a +2 bonus to Speed, and makes attack rolls and challenge rolls with 2 boons. The effect ends immediately if you stop singing or cast another spell.

SHADOW 141

ATTACK 5

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