Bard Base

Mockery

Level Spell Area of Effect Duration Range Type

1) Minor Mockery \* 1 target 2 rounds 100’ F

2) Clumsify 1 target 1 round 100’ F

3) Annoy \* 1 target 1 round 50’ F

4) Minor Caution 1 target 1 rnd/5 fail 100’ F

5) Fyre of the Fae 10’ radius 3 rounds 100’ F

6) Trip 1 target 2 rounds 100’ F

7) Confuse 1 target 1 round 50’ F

8) Stench 15’ radius 2 rounds 50’ F

9) Major Mockery \* 1 target 3 rounds 100’ F

10) Sartorial Savagery 1 target/25’ r 2 rounds 50’ F

11) Taunt 1 target 2 rounds 100’ F

12) Boogeyman 20’ radius 2 rounds self F

13) Phantom Enemy 1 target 1 round 20’ F

14) Pyre of the Fae 30’ radius 3 rounds 100’ F

15) Forced Revelry 1 target 5 rounds 50’ F

16) Major Caution 1 target 1 rnd/5 fail 100’ F

17) So Tiny \* 1 target/50’ r 3 rounds 50’ F

18) Mass Taunt 10’ radius 2 rounds 100' F

19) Spell Stop 1 target 1 rnd/10 fail 50’ F

20) Mass Stench 30’ radius 2 rounds 100’ F

25) Mass Confuse 20’ radius 1 round self F

30) Mass forced Revelry 25’ radius 5 rounds 50’ F

35) Major Boogeyman 50’ radius 4 rounds self F

40) Mass Caution 50’ radius 1 rnd/5 fail 200’ F

50) Lordly Mockery 50’ radius 3 rounds 300’ F

1. Minor Mockery \* – [RR Mod.: -(caster’s ranks in Composition: Writing)] Caster’s mocking limerick unnerves the target. Target is at -10 to all actions.

2. Clumsify – Caster’s cautionary sonnet renders target unusually clumsy. If the target attempts a melee attack, missile attack, or spell, the target must first roll a fumble on the appropriate table and apply all results. If the target attempts a moving maneuver, that maneuver is performed at -75. If the target makes no melee or missile attack and casts no spell, Clumsify has no effect.

3. Annoy \* – Caster’s biting stream of insults prevents target from concentrating and breaks any current concentration (see rules for ‘concentration’ in *Arms and Character Law*, 7.1).

4. Minor Caution – [RR mod.: -(caster’s ranks in Social: Influence: Duping)] Caster sings a cautionary song explaining the finer points of why using a particular skill would be a very bad idea. Target suffers -50 to one skill of the caster’s choice.

5. Fyre of the Fae – Caster’s passionate scorn causes enemies in radius at the time of casting to glow bright red in embarassment, making them easier to see. The glow adds 10 OB to all attacks against them, and prevents the targets from benefitting from any concealment-type spells (e.g. invisibility, unseen, cloaking, shadow, blur, etc.).

6. Trip – [RR Mod.: -(caster’s ranks in Performance: Acting)] Caster warns target not to trip. If the target moves more than 1’, it must roll an RR; failure means it falls prone and is stunned for two rounds. (Note the target only makes the RR if and when it moves).

7. Confuse – Caster’s willfully incoherent poem confuses target. Target is incapable of making decisions or initiating action; target may continue to fight current foes or in self-defense.

8. Stench – Caster calls attention to the unique body odour of one target in the radius. Target’s allies within the spell radius who fail their RR will not willingly move closer to the target, and must move at least their BMR away from target each turn of the spell’s effect, if they have an open path.

9. Major Mockery \* – [RR Mod.: -(caster’s ranks in Composition: Writing)] Caster’s insult mocks target. Target suffers -30 to all actions.

10. Sartorial Savagery – [RR Mod.: -(caster’s ranks in Social: Social Awareness)] Caster’s savage derision calls everyone’s attention to the target’s apparel (or lack thereof). The target and all of the target’s allies within a 25’ radius of the target who fail their RR suffer -30 Perception due to being unable to stop glancing at target. Target’s affected allies also must spend 1 action point/round laughing uncontrollably at target.

11. Taunt – Caster’s invective enrages one target. Target must spend its next two rounds charging towards and attacking caster with full OB. If target’s path is completely blocked, target will attack anything and anyone in its way. Target can make a second RR, using SD stat bonus rather than Essence RR mod, to avoid striking allies; failure means target will use full but non-lethal force (eg: grappling/shoving) to get allies out of the way in order to continue charging.

12. Boogeyman – [RR mod.: -(caster’s ranks in Social: Influence: Intimidation)] Caster strikes fear into all enemies in a 10’ radius centered on caster. Affected enemies suffer -15 to all actions and -30 to any fear-based RRs.

13. Phantom Enemy – Target is convinced that one of its allies (chosen randomly if any real allies are within sight; otherwise, an imaginary ‘friend’) is mocking the target behind its back. Target spends all action points for the turn moving towards and attacking this ally.

14. Pyre of the Fae – As Fyre of the Fae, but with expanded area of effect.

15. Forced Revelry – [RR mod.: -(caster’s ranks in Performance: Music)] Caster forces target to spend 2 ap/round dancing.

16. Major Caution – [RR mod.: -(caster’s ranks in Social: Influence: Duping)] As *Minor Caution*, except the penalty is -100.

17. So Tiny \* – Caster’s mocking couplet makes the target seem far less imposing, preventing the target from casting any Fear spell or spell effect, and negating any fear effects the target has already imposed within the area of effect (which radiates from and moves with target).

18. Mass Taunt – As *Taunt*, but affecting all enemies in the area.

19. Spell Stop – Caster prevents target from casting any spells by mimicking the target and humming annoyingly when target tries to cast a spell.

20. Mass Stench – As *Stench*, but affecting all enemies in radius, who must move 2x BMR away from all other affected targets.

25. Mass Confuse – As *Confuse*, except it affects all enemies within 20’ of caster, and targets may not attack caster for duration (even if they were already fighting caster).

30. Mass Forced Revelry – [RR mod.: -(caster’s ranks in Performance: Music)] As *Forced Revelry*, but with expanded area of effect, and all enemies within the radius at the time of casting must spend 4 AP/round dancing.

35. Major Boogeyman – As Boogeyman, but with expanded area of effect and penalties: affected enemies now suffer -30 to actions and -60 to fear RRs.

40. Mass Caution – [RR mod.: -(caster’s ranks in Social: Influence: Duping)] As *Major Caution*, except all affected enemies in the radius are incapable of using the chosen skill (caster can only choose one skill total).

50. Lord Mockery – [RR Mod.: -(caster’s ranks in Composition: Writing)] Future Bards will tell the tale of the unrivalled epicness of this insult. Emotionally shattered, the affected enemies are rendered catatonic in disbelief.

**Note:** Spell on this list only affect creatures that can understand complex (i.e. non-bestial) languages. To affect any targets, the caster must have at least skill rank 2 in one language the target(s) speak.