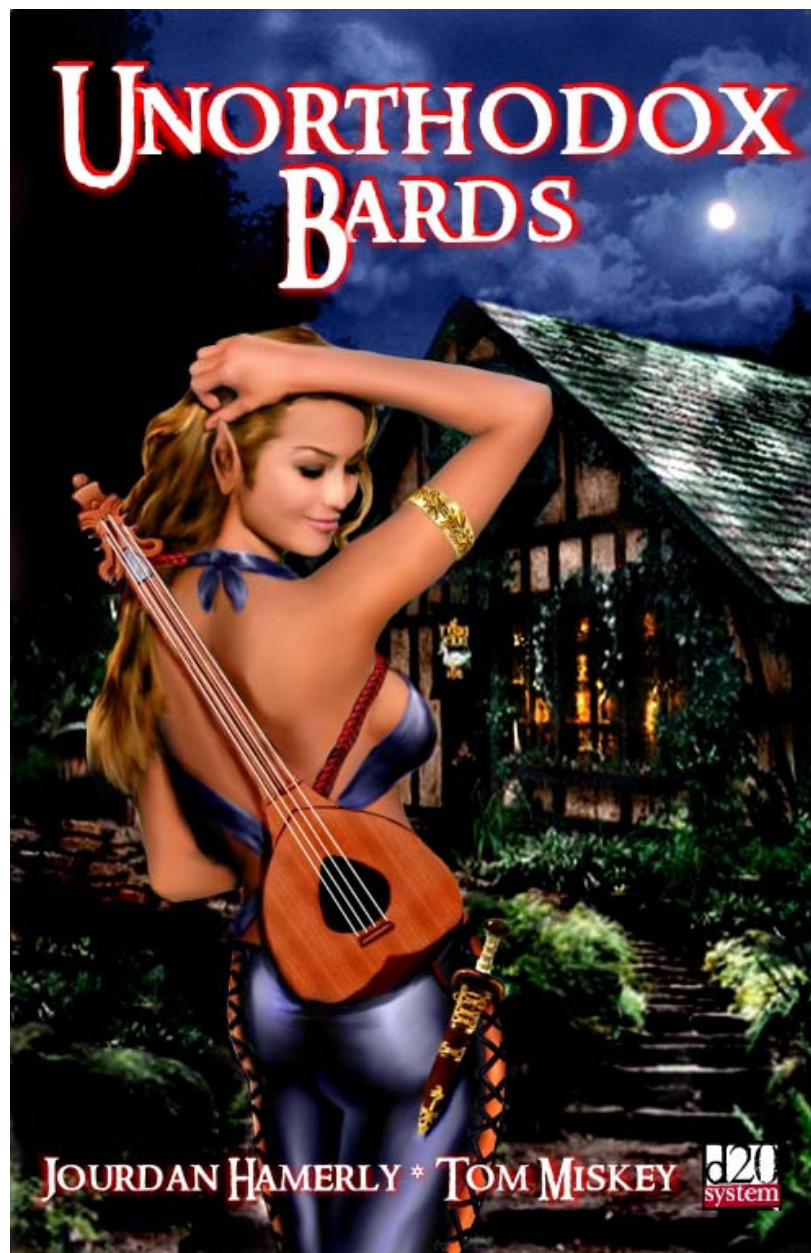


Unorthodox Bards



## Unorthodox Bards

### UNORTHODOX BARDS

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### INTRODUCTION

Thank you purchasing *Unorthodox Bards*, a mini sourcebook for your D20 Fantasy system. This Pocket Book contains 5 variations of Bards, 2 Bard Prestige Classes, and many artifacts for you to use in your D20 fantasy game.

Please consider posting reviews and / or leaving feedback for this product. We love hearing from our customers.

For long reviews, we recommend ENworld.org, GamingReport.net or Rpg.net (The Le Games is *not* affiliated with these sites)

### BALANCING + GAME NOTES

It is important to remember that not all d20 fantasy campaign worlds are made equally. As such it is important to tweak these classes to best fit your world. Some worlds are high in magic while others are low.

The Unorthodox Series tries it best to present unique and interesting classes for you to use, and we try to balance them to be as plug'n'play as possible.

Recommendations for balancing classes:

- Change Hit Dice
- Change Skill Points per level
- Weaken or strengthen the Progression Charts (Base Attack Bonuses, Fort/Ref/Reflex saves, etc)
- Add Spellcasting abilities or reduce Spell level progression chart.

This purchased product also contains a rich-text-document version. This will allow you to easily edit, copy, cut, paste, and printout with minimal fuss.

Please also note that when rounding fractions, always round down unless otherwise noted.

For spells and spell-like abilities, assume the caster level is equal to the class level, unless otherwise noted.

### OTHER INFORMATION

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# Minstrel

There are many types of performers and entertainers who pursue a living with their talents. A Minstrel is such a performer who specializes in combining singing with the playing of a musical instrument. Whether playing to a crowded inn or inspiring his companions in a dank dungeon, a Minstrel always brings to his performance an aura of magic.

### Adventures

Minstrels are often found as travelers looking for new venues to display their talent a new composition to add to their repertoire. Most keep to civilized lands in order to find willing audiences, while others search out ruined civilizations looking for musical artifacts or lost songs.

### Characteristics

While possessing magical powers the Minstrel is not a powerful spell caster, and neither is he a frontline melee fighter. Instead his gifts in music have more subtle effects on the party and their enemies with subtle enchantments.

### Alignment

Minstrels are constantly traveling, rarely putting down roots enough to appreciate the benefits of lawfulness, this coupled with their carefree natures does not work well with lawful alignments.



### Religion

Constant travelers, Minstrels often are familiar with a variety of gods and often worship local deities of the community they are in hoping to bring them good fortune. Minstrels however hold a special place in their hearts for the gods of music.

### Background

Most Minstrels learn their craft from musical colleges. These colleges are usually secret in nature and the Minstrel commonly has to be sponsored by a member of the college. In areas too small to support a college, Minstrels end up learning their skills from a mentor. Most Minstrels recognize each other first by what college they belong to or who their mentor was, and then by individual merit.

### Races

Each race has their own musical traditions and musical instruments they favor. Humans, half-elves, elves and gnomes have a natural affinity for the lifestyle and magical abilities of this class. Dwarves and half-orcs often see this class as a way to increase the martial abilities of their brethren. However some half-orcs find that music helps to soothe the most savage half of their soul. Halflings with their love of whistling often find other musical classes more to their liking, but those that do take to this class find their natural abilities suit the lifestyle perfectly.

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### Other Classes

Minstrels enjoy being part of a group, as they see others as an audience. They like speaking to others to learn of their history and look for interesting topics for new songs. They particularly enjoy being around fighters and rogues as they lead exciting lives in their view, and especially love being around the Legend Seeker (see Unorthodox Fighters). Minstrels feel that clerics, druids, paladins and monks preach too much and barbarians and rangers are a bit too anti-social. Wizards and sorcerers have such a different view of magic than that of the Minstrel that they often get into arguments about the true sources of magic; however the Minstrel usually enjoys the arguments as it puts them in the center of attention.

### Role

The Minstrel is usually the support of the party, their skills and abilities allow them to be the spokesperson of the group, while their fighting abilities and music can give them a hand in combat. The Minstrel does not perform well in any other specialized role such as a healer or frontline fighter.

### Game Rule Information

Minstrels have the following game statistics.

### Abilities

Charisma determines how often a Minstrel can use most of his special abilities and also determines in part how hard those abilities are to resist. Charisma, Dexterity and Intelligence are important to many of the Minstrel's skills.

**Alignment:** Any nonlawful.

**Hit Die:** d6.

### Class Skills

The Minstrel's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

**Skill Points at 1st Level:** (6 + Int modifier) x4.

**Skill Points at Each Additional Level:** 6 + Int modifier.

### Class Features

All of the following are class features of the Minstrel.

**Weapon and Armor Proficiency:** A Minstrel is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow and whip. Minstrels are proficient with light armor and shields (except tower shields). A Minstrel that wears heavier armor than light, is unable to use his Enchanted Instrument abilities.

**Bardic Knowledge:** A Minstrel may make a special bardic knowledge check with a bonus equal to his Minstrel level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the Minstrel 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 Minstrel may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

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DC	Type of Knowledge
10	Common, known by at least a substantial minority drinking; common legends 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.

**Bardic Music:** At 1<sup>st</sup> level the Minstrel can use *Bardic Music*. Once per day per Minstrel level, a Minstrel can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum Minstrel level and a minimum number of ranks in the Perform skill to qualify; if a Minstrel does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the Minstrel must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a Minstrel cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf Minstrel has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

- **Countersong (Su):** A Minstrel 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 Minstrel (including the Minstrel himself) that is affected by a sonic or language-dependent magical attack may use the Minstrel'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 non-instantaneous 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 Minstrel's Perform check result for the save. *Countersong* has no effect against effects that don't allow saves. The Minstrel may keep up the *countersong* for 10 rounds.

- **Inspire Courage (Su):** A Minstrel 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 Minstrel sing. The effect lasts for as long as the ally hears the Minstrel 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. Unlike the bard however, the Minstrel is slightly more adept at this. At 6<sup>th</sup> level and ever six levels thereafter, this bonus increased by 1.
- **Inspire Heroics (Su):** A Minstrel of 15th level or higher with 18 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three Minstrel levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a Minstrel must sing and an ally must hear the Minstrel sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4

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dodge bonus to AC. The effect lasts for as long as the ally hears the Minstrel sing and for up to 5 rounds thereafter.



**Enchanted Instrument (Su):** Minstrels can use the combination of their singing and playing to use certain spell like abilities. The musical instrument that is played must be of at least masterwork quality and needs to have been in the Minstrel's possession for at 24 hours for a suitable bond to form. Use the Minstrel's level as his casting level, and half the Minstrel's level (rounded down) to determine level of the spell for DCs. For example *Lullaby* is normally a 0-level spell, however if used by a 15<sup>th</sup> level Minstrel it is saved against as if it is a 7<sup>th</sup> level spell. The maximum spell level is still 9<sup>th</sup>, so a 20<sup>th</sup> level Minstrel uses all of the following abilities as if they were 9<sup>th</sup> level spells. The instrument is only considered enchanted when in the Minstrel's possession.

Unless noted otherwise, when using these abilities the bard can only make 1 move action a round. The Minstrel must have the required amount of ranks in perform as noted in the description of the ability. If he does not, the ability is delayed until he achieves the appropriate amount of ranks. *Note: On the progression chart this ability is abbreviated with: (EI)*

- **Light (Su):** At 1st level the Minstrel can play his instrument and cause a light to appear around the instrument as if he had cast a *Light* spell. This ability works at will and can last as long as the Minstrel keeps playing. The Minstrel must have at least 3 ranks in perform to use this ability.
- **Ventriloquism (Su):** At 2<sup>nd</sup> level the Minstrel can cause any music and singing he performs to emanate elsewhere as if it is under the effect of the *Ventriloquism* spell. This ability works at will and can last as long as the Minstrel keeps playing. The Minstrel must have at least 5 ranks in perform to use this ability.
- **Hypnotism (Sp):** At 4<sup>th</sup> level if the Minstrel plays where the subject(s) can hear him for two rounds he fascinates them as if he had cast the *Hypnotism* spell on them. This ability lasts

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for as long as the Minstrel continuously plays uninterrupted, but can only be used 1 time a day + his Charisma bonus (if any). The Minstrel must have at least 7 ranks in perform to use this ability.

- **Scare (Sp):** At 5<sup>th</sup> level if the Minstrel plays where the subject(s) can hear him for two rounds he frightens them as if he had cast the *Scare* spell on them. This ability lasts for as long as the Minstrel continuously plays uninterrupted, but can only be used 1 time a day + his Charisma bonus (if any). The Minstrel must have at least 8 ranks in perform to use this ability.
- **Lullaby (Su):** At 7<sup>th</sup> level when the Minstrel plays he can at will cause any listeners within range, react as if he had used the *Lullaby* spell. The Minstrel plays and sings so softly that all listeners need to make a Listen check at DC 20 to hear the music. Those that hear the music gain a +2 to their saves against this effect. This ability works at will and can last as long as the Minstrel keeps playing. The Minstrel must have at least 10 ranks in perform to use this ability.
- **Wild Empathy (Su):** At 8<sup>th</sup> level when the Minstrel plays he can influence animals as if he had used the wild empathy ability. This ability works as the Ranger ability of the same name. The Minstrel must have at least 11 ranks in perform to use this ability.
- **Animal Trance (Sp):** At 10<sup>h</sup> level if the Minstrel plays where an animal or animals can hear him for two rounds he can cause them to be fascinated as if he had cast *Animal Trance*. This ability lasts for as long as the Minstrel continuously plays uninterrupted, but can only be used 1 time a day + his Charisma bonus (if any). The Minstrel must have at least 13 ranks in perform to use this ability.
- **Deep Slumber (Sp):** At 11<sup>th</sup> level if the Minstrel plays where the subject(s) can hear him for two rounds he can cause them to sleep as if he had cast the *Deep Slumber* spell on them. The Minstrel can use this ability 1 time a day + his Charisma bonus (if any). The Minstrel must have at least 14 ranks in perform to use this ability.
- **Zone of Silence (Su):** At 13<sup>th</sup> level the Minstrel can create a zone of silence centered on his musical instrument at will. This ability works as long as the Minstrel sings and plays. If the Minstrel wants to take part of the warded conversation he must sing what he wants to say in order to keep up the effect. The Minstrel must have at least 16 ranks in perform to use this ability.
- **Shout (Sp):** At 14<sup>th</sup> level the Minstrel can play and sing with the same effect as a *Shout* spell. The Minstrel can use this ability 1 time a day + his Charisma bonus (if any). The Minstrel must have at least 17 ranks in perform to use this ability.
- **Confusion (Sp):** At 16<sup>th</sup> level while playing where the subject(s) can hear him for two rounds he confuses them as if he had cast the *Confusion* spell on them. This ability lasts for as long as the Minstrel continuously plays uninterrupted, but can only be used 1 time a day + his Charisma bonus (if any). The Minstrel must have at least 19 ranks in perform to use this ability.
- **Repel Vermin (Sp):** at 17<sup>th</sup> level the Minstrel can cause his singing and playing to act as a *Repel Vermin* spell. This ability lasts for as long as the Minstrel continuously plays uninterrupted, but can only be used 1 time a day + his Charisma bonus (if any). The Minstrel must have at least 20 ranks in perform to use this ability.

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- **Greater Shout (Sp):** At 19<sup>th</sup> level the Minstrel can play and sing with the same effect as a *Greater Shout* spell. The Minstrel can use this ability 1 time a day + his Charisma bonus (if any). The Minstrel must have at least 22 ranks in perform to use this ability.
- **Invisibility (Su):** At 20<sup>th</sup> level when the Minstrel plays he can at will become *Invisible* as if using the spell of the same name. The Minstrel plays and sings so softly that all listeners need to make a Listen check at DC 20 to hear him. Those that hear the music gain only a -2 to any attack rolls versus the Minstrel and the Minstrel gains no bonus if attempting to attack them. Just as if with the spell, if the Minstrel does any action that can be interpreted as an attack he immediately becomes visible. Otherwise this ability works at will and can last as long as the Minstrel keeps playing. The Minstrel must have at least 23 ranks in perform to use this ability.

**Dirty Tricks (Ex):** Minstrels are not melee fighters by choice, when forced into a battle they have learned a few tricks found in the taverns they often frequent. The tricks are often used to give the Minstrel a chance to fight quickly or flee like a little girl. Each trick can be used only once against an opponent as part of their effectiveness depends on the element of surprise. All dirty tricks are free actions unless otherwise stated.

1. **“Look There!”:** At 2<sup>nd</sup> level, by making a successful Bluff check opposed by his opponents sense motive, the Minstrel can catch his opponent flat footed for his next strike. The opponent must have more than animal intelligence for this to work. There is no need to speak the same language as the Minstrel’s gestures imply his meaning.

2. **Sand in the Eye:** At 5<sup>th</sup> level by throwing dirt, sand, a drink or some object at his opponent’s face the Minstrel attempts to blind his opponent. This does not work on creatures immune to critical hits or if they have complete head protection or cover. The opponent must make a reflex save DC 15 +1 for every 3 levels the Minstrel has. If they fail they are blinded for 1d3 rounds and suffer all applicable penalties.
3. **Knee in the groin:** At 8<sup>th</sup> level by striking a vital area the Minstrel hopes to stun his opponent. The creature must not be immune to critical strikes for this to work and the Minstrel must use this attack as a standard action. By making an unarmed attack roll (The Minstrel gains the benefits of improved unarmed strike for this attack and only for this attack) the Minstrel does 1d4 points of non-lethal damage to his a opponent, forcing it to make a successful Fort Save (DC 10 + half the Minstrels Level) or be stunned for 1 round.
4. **Kidney Strike:** At 11<sup>th</sup> level by making a successful sleight of hand check (DC 15) the Minstrel produces a knife or dagger in his off hand and gains a secondary attack with a -4 to hit. If he strikes the attack is an automatic threat for a critical x3. This has no effect on opponents immune to critical hits. Hiss off hand needs to be empty before he uses this technique. There are consequences when attempting this though, as a failed *Kidney Strike* generates an Attack of Opportunity from his opponents.

### Ex-Minstrels

A Minstrel who becomes lawful in alignment cannot progress in levels as a Minstrel, though he retains all his Minstrel abilities, except for *Dirty Tricks*.



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**Table: Minstrel Progression Chart**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Bardic Music, Bardic Knowledge, Countersong, Inspire Courage +1, Enchanted Instrument (EI) – Light
2nd	+1	+0	+3	+3	(EI) - Ventriloquism, Dirty Trick 1
3rd	+2	+1	+3	+3	
4th	+3	+1	+4	+4	(EI) - Hypnotism
5th	+3	+1	+4	+4	(EI) - Scare, Dirty Trick 2
6th	+4	+2	+5	+5	Inspire Courage +2
7th	+5	+2	+5	+5	(EI) - Lullaby
8th	+6/+1	+2	+6	+6	(EI) - Wild Empathy, Dirty Trick 3
9th	+6/+1	+3	+6	+6	
10th	+7/+2	+3	+7	+7	(EI) - Animal Trance
11th	+8/+3	+3	+7	+7	(EI) - Deep Slumber, Dirty Trick 4
12th	+9/+4	+4	+8	+8	Inspire Courage +3
13th	+9/+4	+4	+8	+8	(EI) - Zone of Silence
14th	+10/+5	+4	+9	+9	(EI) - Shout
15th	+11/+6/+1	+5	+9	+9	Inspire Heroics
16th	+12/+7/+2	+5	+10	+10	(EI) - Confusion
17th	+12/+7/+2	+5	+10	+10	(EI) - Repel Vermin
18th	+13/+8/+3	+6	+11	+11	Inspire Courage +4
19th	+14/+9/+4	+6	+11	+11	(EI) - Greater Shout
20th	+15/+10/+5	+6	+12	+12	(EI) - Invisibility

# Skald

In cultures without a written language the stories and histories of their greatest heroes are passed down orally through song and prose. Not content to purely compose sagas from the tales of others, Skalds often demand to be part of the action and sometimes even become the heroes themselves. Skalds are commonly male unless the area they come from has a tradition of women warriors.

### Adventures

The life of adventuring appeals to all Skalds.

### Characteristics

While possessing no spellcasting abilities, the Skald has the unique ability to *Inscribe Runes*, which makes him very versatile in groups.

### Alignment

Most Skalds are of the same alignment of their community and this is usually chaotic, although more neutral Skalds are found closer to civilization. In the balance of good versus evil, most Skalds prefer neutrality as it allows them to take an impartial view of their subjects. Those Skalds who find themselves joining the action are usually good and know that stories of heroism are the most popular.

### Religion

Any god of warriors, or war is popular to the Skald. If there is a god of runes or story tellers then the Skald may also worship them.



### Background

Skalds are trained by other Skalds in their lands. They must spend years memorizing the tales of their ancestors and heroes and be able to recite them back without error. During this time the Skald is also expected to go through the same fighting training as the other young members of the area.

### Races

Humans, half-elves and dwarves are best able to have cultures where Skalds would come from. Elves, halflings and gnomes don't usually take the joy in warfare that is required for the Skald to function. Half-orcs often prefer to be in the thick of the action and often don't have the intelligence to stay on the sides of battle to get a record of the deeds done that day, however those half-orcs with higher than average intelligence make excellent Skalds.

Other Classes: Barbarians and fighters are the Skald's best friends. Skalds often come from the same cultures that produces barbarians so the two classes have a mutual respect for each other. Rangers, monks and paladins are also respected for their fighting prowess. Clerics that follow war gods are admired more than those that follow other paths, and they admire druids, especially those that take the form of powerful animals in battle. Wizards and sorcerers are usually disdained unless they take an active role in combat and not just stay back and toss spells.

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### Game Rule Information

Skalds have the following game statistics.

### Abilities

Skalds benefit from high strength scores to help them in combat. They like to get up close to truly see where the action is happening.

**Alignment:** Any non lawful.

**Hit Die:** d8.

**Class Skills:** Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (Ancient and Local History only) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Points at 1st Level:** (6 + Int modifier) x4.

**Skill Points at Each Additional Level:** 6 + Int modifier.

### Class Features

All of the following are class features of the Skald.

**Weapon and Armor Proficiency:** A Skald is proficient with all simple weapons, martial weapons, light armor, medium armor and shields (except tower shields).

**Bardic Music:** At 1<sup>st</sup> level the Skald can use *Bardic Music*. Once per day per Skald level, a Skald can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum Skald level and a minimum number

of ranks in the Perform skill to qualify; if a Skald does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the Skald must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a Skald cannot cast spells, inscribe runes, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf Skald has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

- **Inspire Courage (Su):** A Skald 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 Skald sing. The effect lasts for as long as the ally hears the Skald 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. Unlike the bard however, the Skald is slightly more less adept at this.
- **Inspire Heroism (Su):** A Skald of 8<sup>th</sup> level or higher with 9 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three Skald levels the character attains beyond 8<sup>th</sup>, he can inspire heroism in one additional creature. To inspire heroism, a Skald must sing and an ally must hear the Skald sing for a full round. A creature so inspired gains a +2 morale bonus on saving throws, +2 dodge bonus to AC, and +2 bonus to attack rolls. The effect lasts for as long as the ally hears the Skald sing and for up to 5 rounds thereafter.

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**Inscribe Runes:** Skalds do not learn spells; instead they learn how to inscribe runes -- mystical symbols full of magic. They gain the ability to inscribe the specific runes when they reach the appropriate level and have the appropriate Perform skill. A Skald gains the ability to inscribe 1 rune a day at first level. At 3<sup>rd</sup> level and every three levels thereafter, the Skald can inscribe a rune one additional time per day. Inscribe a rune is a standard action and the Skald must be singing, reciting, or performing in some way for the magic to take. The runes can be carved or etched with a knife or painted on with inks or paints. Each rune that is active counts against the total number of times per day the Skald may *Inscribe Rune*. For example, a 4<sup>th</sup> level Skald has the ability to inscribe 2 runes a day. If he inscribes a bladed weapon with *Serpent Blade*, it counts as 1 usage of *Inscribed Rune* every day until the effect has expired (i.e. when blade deals 12 damage). Runes disappear once the effects have expired.

**Well Mead (Su):** At 2nd level the Skald with 3 or more ranks in a Perform skill can inscribe a rune onto a drinking horn, or any other container that is currently holding liquid. Once inscribed, the rune changes the liquid in the container into a healing potion that will heal 1d10 +1 hit points if completely drunk. The liquid must be an alcoholic beverage and must be no more than 1 pint worth. After 1 hour, this liquid loses all magical properties. While this rune is in effect it counts against the Skald's total number of times per day he can *Inscribe Rune*. At 4<sup>th</sup> level and ever two levels thereafter, the liquid changed this way will heal and additional 4 hit points.

**Serpent Blade (Su):** At 4<sup>th</sup> level the Skald with 6 or more ranks in a Perform skill can inscribe a rune onto a bladed weapon, allowing it to move and shift about to find the best opening for attack. The rune will grow bright green and the weapon will flash with a bright white for just a moment. The imbued weapon gives the wielder a +2 competence bonus to attack and damage rolls with the weapon. The effect lasts until the rune gains it's fill of blood, which happens once the weapon inflicts an amount of damage equal to three times the

Skald's level. While this rune is in effect it counts against the Skald's total number of times per day he can *Inscribe Rune*.

**Hero's Shield (Su):** At 7<sup>th</sup> level, the Skald with 6 or more ranks in a Perform skill inscribe a rune into any armor or shield, making it more beneficial to the wearer. By placing this rune on a shield or other piece of armor, it becomes imbued with variable Damage Reduction 1d8/- (whenever the wearer of this items takes damage, the item will reduce 1d8 of that damage). The damage reduction last for 1 week, until the item is dropped, or after the item has reduced 50 points of damage – whichever is first. While this rune is in effect it counts against the Skald's total number of times per day he can *Inscribe Rune*.

**Blood Rage:** At 10<sup>th</sup> level the Skald with 10 or more ranks in a Perform skill can inscribe a rune onto himself or an ally. This rune allows the subject to go into a rage when they take damage. Once per round, if the subject takes any damage, he is immediately penalized – 2 to AC, but gains +1 to his melee attack rolls and damage rolls. This penalty and bonus is cumulative every round as long as the rune is in effect. The effects of this rune lasts for a number of rounds equal to 1d4 + the Skald's Cha bonus (if any). While this rune is in effect it counts against the Skald's total number of times per day he can *Inscribe Rune*. A subject cannot have this rune inscribed on him more than once per day. If the Skald is 12<sup>th</sup> level or higher, and has the *Trace Rune* ability (see below), he may inscribe *Blood Rage* on any ally within 30 feet if him – the recipient does not need to be adjacent to the Skald. While this rune is in effect it counts against the Skald's total number of times per day he can *Inscribe Rune*.

**Trace Rune (Su):** At 11<sup>th</sup> level the Skald with 12 or more ranks in a Perform skill has become so adept at using runes that he no longer needs materials to inscribe the rune, instead he can trace the shape of the rune with his finger on the item or person and it gains the effect of that rune.

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**Stone trap (Su):** At 11<sup>th</sup> level the Skald can place a rune on a stone or other item, creating a trap that will be triggered by anyone moving within 5' of the item. At the time of inscription, the Skald can specify a password that, when spoken, allows the creature to pass by without triggering the trap. Once the trap is triggered though, the stone explodes doing fire damage equal to 3d6 + Skald's level. Anyone within 10 feet is effected by this trap, and may attempt a reflex save (DC 15) to take half damage. To use *Stone Trap*, the Skald may only inscribe an in tem no bigger than the Skald's fist. The rune lasts for 2 days or until someone speaks the password 3 times in a row while within 15 feet of the object. While this rune is in effect it counts against the Skald's total number of times per day he can *Inscribe Rune*.

**Feather Shape (Su):** At 13<sup>th</sup> level the Skald with 15 or more ranks in a Perform skill may attempt to Polymorph a creature with a rune. If this rune is inscribed using a feather quill and ink upon a person they immediately take the form of an eagle as if they had been *Polymorphed*; a feather quill and ink *must* be used (using *Trace Rune* will have no effect). This form lasts for 8 hours after which the subject changes back to their normal form. The subject can attempt to change back earlier by making a Will check (DC 15). If the check fails they must wait an hour before attempting again. If the Skald uses this rune on himself, his familiarity with the rune gives them a +2 insight bonus to the save. Once they make the save to change back, it requires another use of the rune for them to take eagle shape again. While this rune is in effect it counts against the Skald's total number of times per day he can *Inscribe Rune*.

**Luck's Coin:** At 16<sup>th</sup> level the Skald with 15 or more ranks in a Perform skill can place this mark on any form of coin worth 1 cp, 1 sp, 1 gp, or 1 pp. Whoever keeps the object in their possession automatically gains a bonus to their next saving throw. The rune is automatically used whenever the possessor must make a saving throw, even if they did not want it to. The effect ends and the coin

disappears after granting the saving throw. The saving throw bonus the rune grants is based on the type of coin as follows:

Coin	Bonus
1 copper piece	+1 to Saving throw
1 silver piece	+2 to Saving throw
1 gold piece	+4 to Saving throw
1 platinum piece	+8 to Saving throw

The rune does not stay on the coin forever. Regardless of whether a saving throw is attempted, the rune's effects will end after a number of days equal to the Skald's level, and then the coin will simply disappear. No more than one of each type of coin may be inscribed at one time. And carrying more than one inscribed coin causes the effects to stack. While this rune is in effect it counts against the Skald's total number of times per day he can *Inscribe Rune*.

**Slayer's Mark:** At 19<sup>th</sup> level, the Skald with 18 or more ranks in a Perform skill can inscribe powerful slaying magic into arrows (or other ranged ammunition). This rune is placed on an arrow's shaft and must be written with the blood of a creature. Once placed, the rune begins to glow red turns the arrow into a Slaying Arrow which affects the type of creature whose blood was used to form the mark. This arrow is a +1 weapon that causes the creature hit to make a fortitude save (DC 12 + Skald's Cha bonus) or die – on a failed save the creature still takes 4d10 +1 damage. Inscribing this rune requires two full round actions. The Skald may inscribe the same rune on the arrow (with the same blood) two additional times -- each additional time the rune is inscribed, the DC save required is increased by 5. While this rune is in effect it counts against the Skald's total number of times per day he can *Inscribe Rune* -- each inscription counts as one.

### Ex-Skalds

A Skald who becomes lawful in alignment cannot progress in levels as a Skald though he retains all his Skald abilities.

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**Table: Skald Progression Chart**

Level	Base Attack Base	Fort	Ref Save	Will Save	Save	Special
1st	+0		+2	+0	+2	Bardic Music, Inspire Courage +1, Inscribe Rune 1/day
2nd	+1		+3	+0	+3	Rune (Well Mead)
3rd	+2		+3	+1	+3	Inscribe Rune 2/day
4th	+3		+4	+1	+4	Rune (Serpent Blade)
5th	+3		+4	+1	+4	
6th	+4		+5	+2	+5	Inscribe Rune 3/day
7th	+5		+5	+2	+5	Rune (Hero's Shield)
8th	+6/+1		+6	+2	+6	Inspire Heroism (1)
9th	+6/+1		+6	+3	+6	Inscribe Rune 4/day
10th	+7/+2		+7	+3	+7	Rune (Blood Rage)
11th	+8/+3		+7	+3	+7	Trace Rune, Rune (Stone Trap), Inspire Heroism (2)
12th	+9/+4		+8	+4	+8	Inscribe Rune 5/day
13th	+9/+4		+8	+4	+8	Rune (Feather Shape)
14th	+10/+5		+9	+4	+9	Inspire Heroism (3)
15th	+11/+6/+1		+9	+5	+9	Inscribe Rune 6/day
16th	+12/+7/+2		+10	+5	+10	Rune (Luck's Coin)
17th	+12/+7/+2		+10	+5	+10	Inspire Heroism (4)
18th	+13/+8/+3		+11	+6	+11	Inscribe Rune 7/day
19th	+14/+9/+4		+11	+6	+11	Rune (Slayer's Mark)
20th	+15/+10/+5		+12	+6	+12	Inspire Heroism (5)

## Soothsayer

Fortunetellers, tarot readers, and diviners -- the Soothsayer is known by a number of names. While most Soothsayers play to their audiences telling them what they want to hear in order to make a few coins, they are others that have a true gift. These Soothsayers are sought out for their council and can often be found in many courts as advisers. Those that share only bad news often find their careers short, so most Soothsayers keep their foretelling vague or optimistic.

### Adventures

Occasionally a Soothsayer will have a vision that is so dire that he feels compelled to take action against it happening. Others see their visions as helpful tools for finding lost treasures.

### Characteristics

Soothsayers have a tendency to rush in placing faith in the fact that they would have foreseen any chance of danger to themselves. They also tend to keep their visions and secrets to themselves as they have learned not to be the bearer of bad news.

### Alignment

Good Soothsayers attempt to use their skills to advise and help others make difficult decisions. Neutral Soothsayers tend to charge for their services and give the good with the bad in their readings for others.



Some evil Soothsayers claim to be able to change the fortune of their customers if given enough gold, but these claims are empty and they skip out with the money.

### Religion

Soothsayers see their skills as being mystical and above the likes of gods. The exception to this is if there is a god of oracles or divination, in that case Soothsayers believe themselves to be touched by that god.

### Background

Soothsayers have no formal organizations or methods of training. Usually they develop their powers during adolescence and find this path a way to profit from their natural skills. Among some traveling people the Soothsayer abilities are passed from one generation to the next but tend to only develop in the females.

### Races

Other than humans, half-elves, and half-orcs are the most likely race to be seen as Soothsayers. The superstitious nature of

half-orc's orcish heritage plays well into this class and some half-orc Soothsayers act as shamans to their tribes. Dwarves who take this class often cast runes to see fortunes and are well respected in their lands. Elves and gnomes tend not to believe in the art of fortune telling, but there are still a rare few born with the talents. Halflings usually confuse the signs of this class as being part of their unusual

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luck, not until they encounter other Soothsayers do they learn the skills of this class.

### Other Classes

Clerics and Soothsayers usually do not get along as the former sees the Soothsayers as heretics and worshippers of false gods. Barbarians mistrust Soothsayers due to their superstitious nature. Fighters and rogues enjoy the practical benefits the Soothsayer can provide them. Rangers, druids and paladins usually share the cleric's views of the Soothsayer and view them with distrust. Wizards and sorcerers are used to dealing with other planar powers and see the Soothsayers as conduits to these powers and are usually willing to profit from that link.

### Role

Soothsayers fill a specialized niche as their abilities make them useful in aiding others, however they often need to be protected to be of full use. The Soothsayer excels in the back field of the party using his soothsaying abilities to benefit his companions and supporting them with spells. Outside of combat their skill at manipulating others to believe what the Soothsayer wants them to can make them effective negotiators and diplomats.

### Game Rule Information

Soothsayers have the following game statistics.

### Abilities

Charisma helps when casting spells from the Soothsayer's spell list as it determines how powerful a spell he can cast, how many spells he can cast per day, and how hard those spells are to resist. Wisdom is also important to Soothsayers as it allows them to better read their audiences.

**Alignment:** Any.

**Hit Die:** d6.

### Class Skills

The Soothsayer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (All, taken Individually) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int) and Use Magic Device (Cha).

**Skill Points at 1st Level:** (6 + Int modifier) x4.

**Skill Points at Each Additional Level:** 6 + Int modifier.

### Class Features

All of the following are class features of the Soothsayer .

**Weapon and Armor Proficiency:** A Soothsayer is proficient with all simple weapons, plus the short sword, shortbow, and whip. Soothsayers are proficient with light armor and shields (except tower shields). A Soothsayer can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a Soothsayer wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do). A multiclass Soothsayer still incurs the normal arcane spell failure chance for arcane spells received from other classes.

**Spells:** A Soothsayer casts arcane spells, exactly as a Bard. see **APPENDIX A: BARD SPELLCASTING** for a description of spellcasting and the spell progression chart. The spells the Soothsayer can cast is drawn from the Bard Spell list. see **APPENDIX B: SPELL LISTS**.

**Charlatan (Ex):** A Soothsayer is adept at using tricks of the trades to make his divinations appear to be true. A Soothsayer gains a +2 to Bluff and Sleight of Hand checks.



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**Knowledge Domain:** Soothsayers gain access to the spells from the knowledge domain at first level. They can choose any of their spells known from this list in addition to the bard's spell list. At first level or when they gain 0 level spells they can also choose to know the spells Detect Poison, and Guidance. They also gain the granted power for the *Knowledge Domain* and it applies to all divination spells they cast. (see **APPENDIX B: SPELL LISTS**).

**Bardic Music:** At 1<sup>st</sup> level the Soothsayer can use *Bardic Music*. Once per day per Soothsayer level, a Soothsayer can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum Soothsayer level and a minimum number of ranks in the Perform skill to qualify; if a Soothsayer does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the Soothsayer must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a Soothsayer cannot cast spells, inscribe runes, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf Soothsayer has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

- **Light (Su):** At 1<sup>st</sup> level a Soothsayer with 4 or more ranks in a Perform skill can use song or poetics to generate an illumination around the Soothsayer at a radius of 20 feet + 2 feet per Soothsayer level.

- **Vision (Su):** At 4<sup>th</sup> level a Soothsayer with 7 or more ranks in a Perform skill can use music or poetics to see invisible and ethereal creatures. The eyes of any ally who can hear the bardic music will glow blue, allowing them to see invisible and ethereal creatures normally. This does not allow them to see invisible inanimate objects, only invisible creatures. A Soothsayer must sing and an ally must hear the Soothsayer sing for a full round. If the Soothsayer has 20 or more ranks in a Perform skill, allies hearing this bardic music will be magically enchanted with the ability to hurt ethereal creatures as if they were not ethereal.
- **Anticipation (Su):** At 7<sup>th</sup> level a Soothsayer with 10 or more ranks in a Perform skill can use music or poetics to anticipate an enemies movement. The eyes of any ally who can hear the bardic music will glow red, allowing them to anticipate their enemies movements. Allies who hear this music are granted a +1 to all melee attack rolls and +2 to ranged attack rolls. Furthermore, if the Soothsayer has 20 or more ranks in a Perform skill, this bardic song will grant allies an increased critical threat range of 1 for melee attacks and an increase of 2 for ranges attacks. A Soothsayer must sing and an ally must hear the Soothsayer sing for a full round.
- **Precognition (Su):** At 11<sup>th</sup> level a Soothsayer with 13 or more ranks in a Perform skill can use music or poetics to grant his allies a second chance to make a save. Any ally who can hear the bardic music gains a limited precognition, allowing them to re-roll any failed save. An ally may only do this once per encounter. If the Soothsayer has 20 or more ranks in a Perform skill, allies hearing this song may re-roll any failed save twice per encounter (at a maximum of once per round).
- **Restoration (Su):** At 18<sup>th</sup> level a Soothsayer with 19 or more ranks in a Perform skill can use music or poetics to heal. Any ally hearing the bardic music heals 1d6 hit points every round

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that he hears it. If the Soothsayer has 20 or more ranks in a Perform skill, allies hearing this bardic music will heal 1d12 hit points every round that he hears it.

**Lesser Divination (Su):** At 3<sup>rd</sup> level the Soothsayer can see the future and attempt to change the result. Once per day the Soothsayer may roll a 1d20 when twice and take the higher result when normally he would only roll once. This can apply to any roll that would require a d20 check, such as initiative, a skill check, a saving throw, or an attack. At 9<sup>th</sup> level and 16<sup>th</sup> level, the Soothsayer may do this one additional time per day, at a maximum of once per hour.

**Soothsaying (Su):** At 5th level the Soothsayer can use the perform skill to make predictions about the future. As a full round action the Soothsayer can start to prophesize the outcome of a battle causing himself and all allies within 60' to gain +1 to all attack and saving throws for a number of rounds equaling 1d4 + Soothsayer's Cha bonus (if any). At 10<sup>th</sup> level and every five levels thereafter, this bonus increases by 1. Using *Bardic Music* will not cancel this effect.

**Divination:** At 12th level the Soothsayer can make two attempts to guess the outcome of any random event. For example to call a coin toss the Soothsayer would make one guess as the coin was in the air. If he fails the first guess then the coin is tossed again and he tries one more time. This reflects the Soothsayer having a better than average attempt to guess the correct result. If either attempt succeeds then it is played as if the Soothsayer guessed correctly on the first attempt. The Soothsayer can use this skill once a day.



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**Table: Soothsayer Progression Chart**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Spellcasting, Charlatan, Knowledge Domain, Light
2nd	+1	+0	+3	+3	
3rd	+2	+1	+3	+3	Lesser Divination 1/day
4th	+3	+1	+4	+4	Vision
5th	+3	+1	+4	+4	Soothsaying +1
6th	+4	+2	+5	+5	
7th	+5	+2	+5	+5	Anticipation
8th	+6/+1	+2	+6	+6	
9th	+6/+1	+3	+6	+6	Lesser Divination 2/day
10th	+7/+2	+3	+7	+7	Soothsaying +2
11th	+8/+3	+3	+7	+7	Precognition
12th	+9/+4	+4	+8	+8	Divination
13th	+9/+4	+4	+8	+8	
14th	+10/+5	+4	+9	+9	
15th	+11/+6/+1	+5	+9	+9	Soothsaying +3
16th	+12/+7/+2	+5	+10	+10	Lesser Divination 3/day
17th	+12/+7/+2	+5	+10	+10	
18th	+13/+8/+3	+6	+11	+11	Restoration
19th	+14/+9/+4	+6	+11	+11	
20th	+15/+10/+5	+6	+12	+12	Soothsaying +4

# Spellsinger

Many sages theorize that the true language of magic is music. Certain races such as the elves also believe in the link and have used the power of music for centuries in their most potent magic. A few very talented musicians have dedicated their lives to studying the link between music and magic -- the Spellsinger is such an individual. They are in constant search for the true notes that contain the very essence of magic.

### Adventures

Spellsingers often adventure to practice their skills and improve their abilities. They are in a constant state of self-improvement to help them improve their art. They also hope to meet other creatures or magic-users that depend on music to cast their magic, and hopefully learn a secret or two.

### Characteristics

Spellsingers are often aloof, while this can stem from arrogance, it is more often a side effect of their determinedness to uncover all the secrets of spell singing.

### Alignment

The power that Spellsingers unlock appeals to evil characters as well as those that are good. The discipline and skill required to master the true notes does not exist in a less than orderly mind and so chaotic characters are unable to grasp the tenants of this class.



### Religion

Music more than anything plays the largest part in a Spellsingers life. Any god of music will most likely be the prime deity for these characters. If there is not any gods of music, then whichever god plays a part in granting or teaching magic to mortals will be revered. Evil Spellsingers often worship the same gods as long as they allow evil worshippers. If not they will usually worship the most powerful of the evil deities and evil Spellsingers usually quest for power in their studies.

### Background

Some claim that the talent of Spellsingers is a gift from the gods and only certain individuals have the ability to discern the true notes necessary to advance in this class. Others believe that anyone can be taught as long as they have the necessary drive. Whichever is the case, Spellsingers are rare, and must undergo some tutelage with another

Spellsinger. Spellsingers are eager to search out others of their kind to unlock whatever secrets they can.

### Races

Humans, half-elves and elves are among the races that have Spellsingers as part of their cultures. Elves have the highest amount of Spellsingers in their communities and are thought to be the originators of the class. Gnomes and halflings occasionally find this class appealing, particularly if they have a talent for music. Dwarves

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and half-orcs usually find easier paths of magic to follow than the way of the Spellsinger, half-orcs in particular tend to have gifts laying more in the path of sorcery.

### Other Classes

Spellsingers enjoy comparing notes with other magic casting classes, first among these are wizards because of all the studying they have undertaken in the art of magic. Clerics and druids who follow gods of music or magic are also appealing to the Spellsinger who sees the power of song nature as well as magic. Rogues, monks, fighters, paladins and rangers are seen merely as occupations and useful for the roles they fill when needed.

### Role

The Spellsinger prefers to use her magic to support the other members of the party. While not as flashy in spells as the wizard or sorcerer the Spellsinger has a good assortment of spells and even more power when she discerns some of the true notes of the world. They also make powerful healers, especially if they have learned a true note of life.

### Game Rule Information

Spellsingers have the following game statistics.

### Abilities

Charisma helps when casting spells from the Spellsinger's spell list as it determines how powerful a spell she can cast, how many spells she can cast per day, and how hard those spells are to resist. Dexterity helps the lightly armored Spellsinger to avoid blows.

**Alignment:** Any non chaotic.

**Hit Die:** d6.

### Class Skills

The Spellsinger's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (All taken Individually) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (n/a), Spellcraft (Int) and Use Magic Device (Cha).

**Skill Points at 1st Level:** (4 + Int modifier) x4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the Spellsinger.

**Weapon and Armor Proficiency:** A Spellsinger is proficient with all simple weapons. Spellsingers are proficient with light armor and shields (except tower shields). A Spellsinger can cast Spellsinger spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a Spellsinger wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do). A multiclass Spellsinger still incurs the normal arcane spell failure chance for arcane spells received from other classes.

**Spells:** A Spellsinger casts arcane spells, exactly as a Bard. see **APPENDIX A: BARD SPELLCASTING** for a description of casting and the spell progression chart. The spells the Soothsayer can cast is drawn from the Bard Spell list. see **APPENDIX B: SPELL LISTS**.

**Note of Death (Sp):** At 1<sup>st</sup> level the Spellsinger with at least 3 ranks in a Perform skill learns a fragment of the true note of death. By singing the true note she can cause damage to any one creature within a 30 foot radius of her. This creature must be able to hear the *Note of Death*. This full round action causes the target great pain, dealing it 1d4 damage. The target may attempt a Will save for half damage (DC 14 + half the Spellsinger's level). The Spellsinger may

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use *Note of Death* a number of times a day equal to  $2 + \text{Cha}$  modifier. She gains the ability to use *Note of Death* one additional time per day at 10<sup>th</sup> level and every five levels thereafter.

If the Spellsinger is at least 3<sup>rd</sup> level with 6 or more ranks in a Perform skill, *Note of Death* will deal  $1d4 + 1d6$  damage.

If the Spellsinger is at least 6<sup>th</sup> level with 9 or more ranks in a Perform skill, *Note of Death* will deal  $1d6 + 1d8$  damage and now bypasses damage reduction of Neutral creatures.

If the Spellsinger is at least 12<sup>th</sup> level with 15 or more ranks in a Perform skill, *Note of Death* will deal  $1d8 + 1d10$  damage and now bypasses damage reduction of evil creatures.

If the Spellsinger is at least 15<sup>th</sup> level with 18 or more ranks in a Perform skill, *Note of Death* will deal  $1d8 + 1d10 + 1d12$  damage and now bypasses damage reduction of good creatures. Furthermore, anytime a die from *Note of Death* results in a 1, that die may be re-rolled once.

If the Spellsinger is at least 18<sup>th</sup> level with 21 or more ranks in a Perform skill, *Note of Death* will deal  $1d10 + 1d12 + 1d20$  damage.

If the Spellsinger is at least 20<sup>th</sup> level with 21 or more ranks in a Perform skill, *Note of Death* will deal  $1d4 + 1d6 + 1d8 + 1d10 + 1d12 + 1d20$  damage.

**Arcane Music:** Beginning at 3<sup>rd</sup> level, a Spellsinger may add 1 wizard or sorcerer spell to her spell's known if she come across it as a scroll or spellbook. This ability comes from their ability to see links between the spell and music. To successfully know the spell she must spend a day studying the spell. At the end of the day, she must make a Spellcraft check (DC 15 + spell's level). If the check succeeds, the Spellsinger understands the spell and can add it to her spells known. If the check fails, the Spellsinger cannot understand the spell. Beginning at 4<sup>th</sup> level, the Spellsinger can attempt to learn another wizard or sorcerer spell (even one she failed to learn previously) every time she gains a rank in Spellcraft, with a maximum of twice per level. If she gains another level before using her previous two chances to learn a spell, those chances are lost.

**Note of Air (Sp):** At 4th level the Spellsinger with at least 7 ranks in a Perform skill learns a fragment of the true note of air. By singing the true note she can create a severe blast of air (approximately 50 mph), originating from herself, affecting all creatures in its path. This is a standard action.

A tiny or smaller creature on the ground is knocked down and rolled  $1d4 \times 10$  feet, taking  $1d4$  points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back  $2d6 \times 10$  feet and takes  $2d6$  points of nonlethal damage due to battering and buffeting. Small creatures are knocked prone by the force of the wind, or if flying are blown back  $1d6 \times 10$  feet.

Medium creatures are unable to move forward against the force of the wind, or if flying are blown back  $1d6 \times 5$  feet.

Large or larger creatures may move normally within a *Note of Air*, and it cannot move a creature beyond the limit of its range. Any creature, regardless of size, takes a  $-4$  penalty on ranged attacks and Listen checks in the area of a *Note of Air*.

The force of the wind automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a *Note of Air* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

A Spellsinger may use *Note of Air* once per day and its effects lasts for 1 round. A Fortitude Save allows a creature to ignore this effect. If the Spellsinger is at least 11<sup>th</sup> level with 12 or more ranks in a Perform skill, she can use *Note of Air* twice per day (maximum of once per encounter)

**Note of Earth (Sp):** At 8<sup>th</sup> level the Spellsinger with at least 10 ranks in a Perform skill learns a fragment of the true note of earth. By singing the true note she can undress earth or stone. Wet earth

## Unorthodox Bards

becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. She affects a 10-foot-square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d4 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While *Note of Earth* does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

The Spellsinger may do this once per day and it effects an area equal to 10 feet per Spellsinger level. If the Spellsinger is at least 15<sup>th</sup> level with 18 or more ranks in a Perform skill, she can do this twice per day.

**Virtuoso (Su):** By 10<sup>th</sup> level the Spellsinger has mastered the art of singing to the point where she can cast magic through the power of her voice alone. Any spell she casts only requires a verbal component.

**Note of Water (Sp):** At 12<sup>th</sup> level the Spellsinger with at least 15 ranks in a Perform skill learns a fragment of the true note of water. By singing the true note she tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the Spellsinger's feet hover an inch or two above the surface (crossing molten lava still deals damage from the heat since she is close to it). The subjects can walk, run, charge, or otherwise move across the surface as if it were normal

ground.

The Spellsinger may walk on liquids as long as she is singing *Note of Water*, for a maximum time of 10 minutes per Spellsinger level. She may use *Note of Water* three times per day +



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her Cha modifier. If the Spellsinger is 14<sup>th</sup> level or higher with 16 or more ranks in a Perform skill, her *Note of Water* will effect up to 6 other creatures of her choice, allowing entire groups to walk across liquids.

**Note of Fire (Sp):** At 16th level the Spellsinger learns a fragment of the true note of fire. By singing the true note she can cause a wreath of flame to surround her, causing damage each creature that attacks her in melee. This is a full round action. The flames also protect her from cold-based attacks (taking only half damage from those attacks). If the Spellsinger is at least 19<sup>th</sup> level with at least 18 ranks in a Perform skill, the flames will also protect her from fire-based attacks (taking only half damage from those attacks).

Any creature striking her with its body or a handheld weapon deals normal damage, but at the same time the attacker takes fire damage equal to 1d12 + half her Spellsinger level. If the Spellsinger is 19<sup>th</sup> level with at least 18 ranks in a Perform skill, this damage is increased to 1d12 + her Spellsinger level. Creatures wielding weapons with exceptional reach are not subject to this damage if they attack the Spellsinger.

Once the Spellsinger has created the wreath of flame, it remains active for a maximum of rounds equal to 3d4 + her Cha bonus (if any) – she does not need to continue singing. Once per round, she may use certain hand motions as a full round action to launch tiny fireballs from the flame wreath, up to 50 feet, against a maximum of 5 targets per round; she must have 1 hand free to do this. The maximum number of fireballs launched this way per round is equal to 1d6 + 1 (roll this every round). The Spellsinger must make a standard ranged attack roll to determine if these fireballs hit. Each fireball deals 1d6 +1 fire damage (no save).

When singing *Note of Fire*, the Spellsinger appears to immolate herself, but the flames are thin and wispy, giving off light

equal to only half the illumination of a normal torch. The color of the flames begins with a reddish orange color, then turns to bluish green.

A Spellsinger may use *Note of Fire* twice per day. If a Spellsinger is at least 18<sup>th</sup> level with 21 or more ranks in her Perform skill, she may use *Note of Fire* three times per day. While *Note of Fire* is active, she may use any other *Note* abilities.

**Note of Life (Sp):** At 19th level the Spellsinger learns a fragment of the true note of life. By singing the true note for at least one round as a full round action, she gains Fast Healing 1 for as long as she is singing *Note of Life*. Furthermore, as long she has been singing for at least 1 full round, she may touch any being (including herself), immediately ending any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned. Furthermore the recipient will be cured 1d4 hit points of damage per level of the Spellsinger.

A Spellsinger may sing *Note of Life* anytime she wishes for Fast Healing, but may only use it to cure creatures this way once per round, for a number of times per day equal to her Cha bonus (minimum of 1). A Spellsinger must be continuously singing *Note of Life* for to use this healing ability. A given creature may only be cured this way once per day.

### Ex-Spellsingers

A Spellsinger who becomes chaotic in alignment cannot progress in levels as a Spellsinger, though she retains all her Spellsinger abilities.



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**Table: Spellsinger Progression Chart**

Level	Base Attack Bonus	Save	Fort Save	Ref Save	Will Special	
1st	+0		+0	+2	+2	Spellcasting, Note of Death
2nd	+1		+0	+3	+3	
3rd	+2		+1	+3	+3	Arcane Music
4th	+3		+1	+4	+4	Note of Air
5th	+3		+1	+4	+4	
6th	+4		+2	+5	+5	
7th	+5		+2	+5	+5	
8th	+6/+1		+2	+6	+6	Note of Earth
9th	+6/+1		+3	+6	+6	
10th	+7/+2		+3	+7	+7	Virtuoso
11th	+8/+3		+3	+7	+7	
12th	+9/+4		+4	+8	+8	Note of Water
13th	+9/+4		+4	+8	+8	
14th	+10/+5		+4	+9	+9	
15th	+11/+6/+1		+5	+9	+9	
16th	+12/+7/+2		+5	+10	+10	Note of Fire
17th	+12/+7/+2		+5	+10	+10	
18th	+13/+8/+3		+6	+11	+11	
19th	+14/+9/+4		+6	+11	+11	Note of Life
20th	+15/+10/+5		+6	+12	+12	

# Troubad'war

A Troubad'war is the ultimate contradiction to himself, often referring to himself as a lover *and* a fighter. While some Troubad'wars fight for the purity of love or to prove their worth to a damsel they are eager to impress, there are those that have also loved and lost. These Troubad'wars know there is a dark side to love and use their abilities to gain vengeance against whatever has caused them to lose their loves, or maybe they are just itching for a good fight. While most Troubad'wars are male, it is not unheard of for female Troubad'wars to exist and they fight just as hard if not harder for the ideals of love and war. This irony of love and war does not elude the Troubad'war.

**Adventures:** Many Troubad'wars see the adventuring life as romantic and daring. They realize that adventures are the most likely to be heroes and heroes impress the fairest of maidens. Others find the chance to amass wealth as their main motivator, usually they require a grand fortune to prove worthy of their lady's love, especially if the lady is noble born. While others still are looking for a good fight and some company of the opposite sex to wind down with.



### Characteristics

While not as righteous or zealous as the paladin, Troubad'wars may have the purest of hearts or an odd infatuation with destruction. This dichotomy gives them great strength in battle especially when defending the virtue of their loved one.

### Alignment

Even the darkest of hearts can hold some love, but not at the level the Troubad'war must embrace it. Most Troubad'wars are good and some neutral, while the blackest of hearts are evil.

### Religion

Art, Beauty, Light, Music, Poetry are all great loves of the Troubad'war and he pays respects to any gods of these attributes. However love (and war) is the driving force for the Troubad'war and he will choose a deity that has this as his domain before any other.

### Background

Troubad'wars are often of middle or high class and tend to be formally schooled. However pedigree and background is not a requirement to be Troubad'war and they can come from any background as long as they have the heart to prove themselves valiant and pure.

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### Races

Humans, half-elves and elves have the best dispositions for this class, embracing both the concept of love and the nobility required to fight for it. Halflings and gnomes are also sometimes possessed so deeply by love that they also take this class. It is the rarest for dwarves and half-orcs to take this class, dwarves seeing themselves to practical to act so foolishly, and half-orcs find their savage nature to be a hindrance.

### Other Classes

Troubad'wars get along the best with paladins as they both know what it is to fight for something larger than themselves. They get along well with clerics and druids as well, especially those that revere love, beauty, music, and art. Fighters, rangers, barbarians and monks are respected for their fighting abilities. Rogues are seen as usually too selfish and Troubad'wars often hold them in contempt. Sorcerers and wizards are respected for their power but not held in either a positive or negative light.

### Role

With the combination of their spell casting, healing spells and combat abilities the Troubad'war can fill in quite a few gaps in a small party. In larger parties the Troubad'war can act in a supporting role and his abilities enhance the other members well.

### Game Rule Information

Troubad'wars have the following game statistics.

**Abilities:** Charisma helps when casting spells from the Troubad'war's spell list as it determines how powerful a spell he can cast, how many spells he can cast per day, and how hard those spells are to resist. Constitution is also important as it helps the Troubad'war fight longer in the name of love.

**Alignment:** Any.

**Hit Die:** d6.

### Class Skills

The Troubad'war's class skills (and the key ability for each skill) Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Nobility and Royalty, Ancient History, and Local History only), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (n/a), Spellcraft (Int), Swim (Str), and Tumble (Dex)

**Skill Points at 1st Level:** (4 + Int modifier) x4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the Troubad'war.

**Weapon and Armor Proficiency:** A Troubad'war is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow and whip. Troubad'wars are proficient with light armor, medium armor, and shields (except tower shields).

**Spells:** A Troubad'war casts spells as a bard, can cast spells from the Bard's spell list and can also spells from the paladin's spell list (See **APPENDIX B: SPELL LISTS**). However the Troubad'war gains spells as if he was a bard of one level lower than his actual level, although his caster level remains at his actual level. This means that even with a high Charisma score the Troubad'war will not gain spells until 2nd level. see **APPENDIX A: BARD SPELLCASTING**.

**Love Domain:** The Troubad'war is lover at heart, and can cast spells from the Love Domain, as well as the Bard's spell list and Paladin's Spell list.

#### Love Domain Spells:

1 Charm Person

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- 2 Calm Emotions
- 3 Suggestion
- 4 Heroism
- 5 Charm Monster
- 6 Suggestion, Mass
- 7 Heroism, Greater
- 8 Sympathy
- 9 Infatuation\*

### \* New Spell - Infatuation

Enchantment

**Level:** Love 9, Sor/ Wiz 9

**Components:** V. S

**Casting Time:** 1 standard action

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

**Target:** One humanoid creature

**Duration:** Permanent

**Saving Throw:** Will Negates

**Spell Resistance:** Yes

The subject of this spell must make a will save or become hopelessly infatuated with the caster. Those affected will go to great lengths to prevent the caster from being harmed and will not be able to personally attack the caster by weapon or spell. While the subject still possesses free will they will view the caster in the best possible light in all situations.

**War-Song:** At 1<sup>st</sup> level the Troubad'war with 3 or more ranks in a Perform skill has learned to use his bardic magics to create weapons of war. As a free action, he may sing, recite, or perform to summon a magical weapon and/or shield, which will appear instantly and be fully equipped onto the Troubad'war. The weapon and shield are made of physical white light, illuminating an area of up to 20 feet; and the weapon itself will give out soft sounds as if an entire chorus is chanting softly. This shield and weapon must be a weapon that the Troubad'war is proficient in and they last for a number of rounds equal to 5 + Troubad'war's level – *War-song* cannot be attempted

again until this expires. At 4<sup>th</sup> level and every four Troubad'war levels thereafter, the *War-Song* weapon gains a +1 bonus, and the shield gains a +1 bonus to AC. The Troubad'war may use *War-Song* five times per day.

**True of Heart:** At 2<sup>nd</sup> level the Troubad'war gains a bonus to his saving throws equal to his charisma modifier.

**Harmonious Strike (Sp):** A Troubad'war of 3<sup>rd</sup> level or higher with 6 or more ranks in a Perform skill has learned to focus his attacks with the harmony of life around him. He may attempt a *Harmonious Strike* with his *War-Song* weapon, adding his charisma bonus (if any) to his attack roll and damage roll. This is a standard action and may be attempted 3 times per day. At 10<sup>th</sup> level and every five levels thereafter, the Troubad'war may attempt this one additional time per day. The Troubad'war does not need to make a melee attack with *Harmonious Strike* – he may throw this weapon if so desired. A missed strike counts as one usage for the day.

**Love's Defense:** At 5<sup>th</sup> level the Troubad'war is more in tune with the musical magics around him, and has become more maneuverable in armor – his Arcane Spell Failure Chance is reduced by 15% if he casts spells in light or medium armor.

**Harmonious Karma:** A Troubad'war of 6<sup>th</sup> level or higher with 9 or more ranks in a Perform skill has become more in touch with the lines of music around him and is able to use that in times of war. He is now able to enchant his *War-Song* weapon with *Returning* whenever he attempts a ranged *Harmonious Strike*. This enchantment ends after the weapon has returned to his hand or after 3 rounds (whichever is first).

*A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn). Catching a returning weapon when it comes back is a free action. If the*

## Unorthodox Bards

*character can't catch it, the weapon drops to the ground in the square from which it was thrown.*

**Love's Will:** At 7<sup>th</sup> level, the Troubad'war has is able to better read the music behind his magics, allowing him to cast enchantment spells as a caster 1 level higher than normal.

**Deharmonizing Strike:** A Troubad'war of 9<sup>th</sup> level or higher with 12 or more ranks in a Perform skill is able to see the musical magics that surround creatures, and can attempt to disrupt them. He may attempt a *Deharmonizing Strike* with his *War-Song* weapon as a standard action. A creature struck by this will lose any enchantment that actively surrounds it. The creature may prevent this effect by making a successful Will save for each enchantment (DC 18 + Troubad'war Cha modifier). *Deharmonizing Strike* may be attempted three times per day, and must be a melee attack.

**Harmonious Scream:** A Troubad'war of 12<sup>th</sup> level or higher with 15 or more ranks in a Perform skill can use his *Harmonious Strikes* to deafen creatures. Whenever he makes a ranged attack as part of his *Harmonious Strike*, he may enchant his weapon with *Screaming*. Upon impact, the weapon lets out a loud sound as if a hundred souls are screaming all at once. A creature struck by this becomes deaf for 1d4 rounds (Will Save DC 20 for no effect). Furthermore, if this attack causes a

Critical Hit, the creature that is hit takes an additional 1d12 sonic damage, and any creature within 5 feet of it takes 1d8 sonic damage and become deaf for 1d4 rounds (Will Save DC 15 to avoid becoming deaf).



**Love's Armor:** At 13<sup>th</sup> level the Troubad'war can use the musical magics around him to move more fluidly in armor – his Arcane Spell Failure Chance is reduced by 20% if he casts spells in light, medium, or heavy armor. This does not stack with *Love's Defense*.

**Harmonious Invulnerability:** A Troubad'war of 16<sup>th</sup> level or higher with 19 or more ranks in a Perform skill gains variable Damage Reduction 4d6/- with his *War-Song* shield – whenever he would take damage, the shield will reduce 4d6 of that damage. At 19<sup>th</sup> level this increases to 4d10.

**Undying Love:** At 17<sup>th</sup> level the Troubad'war is able to stay conscious and fight even after reaching 0 hit points, however if he chooses to do this he is unable to become stable on his own, continues to lose 1 hit point a round, immediately loses his *War-Song* weapon and shield. As soon as he reaches -10 hit points he is dies.

**Harmonious Elements:** A Troubad'war of 18<sup>th</sup> level or higher with 21 or more ranks in a Perform skill can use his *Harmonious Strike* with devastating elemental effects. Whenever he makes a successful *Harmonious Strike*, if that strike resulted in a critical hit it will deal it's normal critical damage +1d6 fire damage, +1d6 cold damage, and +1d6 electrical damage. This must be a melee attack and will not work with ranged attacks.

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**Table: Troubad'war Progression Chart**

Level	Base Attack Bonus	Save	Fort Save	Ref Save	Will Special	
1st	+0		+2	+0	+2	Spellcasting, War-song (no bonus)
2nd	+1		+3	+0	+3	True of Heart
3rd	+2		+3	+1	+3	Harmonious Strike (3/day)
4th	+3		+4	+1	+4	War-song (+1 bonus)
5th	+3		+4	+1	+4	Love's Defense
6th	+4		+5	+2	+5	Harmonious Karma
7th	+5		+5	+2	+5	Love's Will
8th	+6/+1		+6	+2	+6	War-song (+2 bonus)
9th	+6/+1		+6	+3	+6	Deharmonizing Strike (3/day)
10th	+7/+2		+7	+3	+7	Harmonious Strike (4/day)
11th	+8/+3		+7	+3	+7	
12th	+9/+4		+8	+4	+8	Harmonious Scream, War-song (+3 bonus)
13th	+9/+4		+8	+4	+8	Love's Armor
14th	+10/+5		+9	+4	+9	
15th	+11/+6/+1		+9	+5	+9	Harmonious Strike (5/day)
16th	+12/+7/+2		+10	+5	+10	Harmonious Invulnerability (4d6), War-song (+4 bonus)
17th	+12/+7/+2		+10	+5	+10	Undying Love
18th	+13/+8/+3		+11	+6	+11	
19th	+14/+9/+4		+11	+6	+11	Harmonious Elements, Harmonious Invulnerability (4d10)
20th	+15/+10/+5		+12	+6	+12	Harmonious Strike (6/day), War-song (+5 bonus)

### MUSE (Prestige Class)

The Muse is a Bard who specializes in enhancing the abilities in others, for good or bad. He does this through his Bardic Music, with songs passed down by the Bards of old. The Muse's greatest strength is the ability to *Inspire* others; but unlike the common Bard, the Muse's music is far more potent.

**Hit Die:** d6.

#### Requirements

To qualify to become a Muse, a character must fulfill all the following criteria.

- **Skills:** 9 or more ranks in any Perform Skill
- **Special:** Must be able to create Bardic Music

#### Class Skills

The Muse's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (alchemy) (Int), Decipher Script (Int), Gather Information (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Speak Language, Spellcraft (Int), and Use Magic Device (Cha).

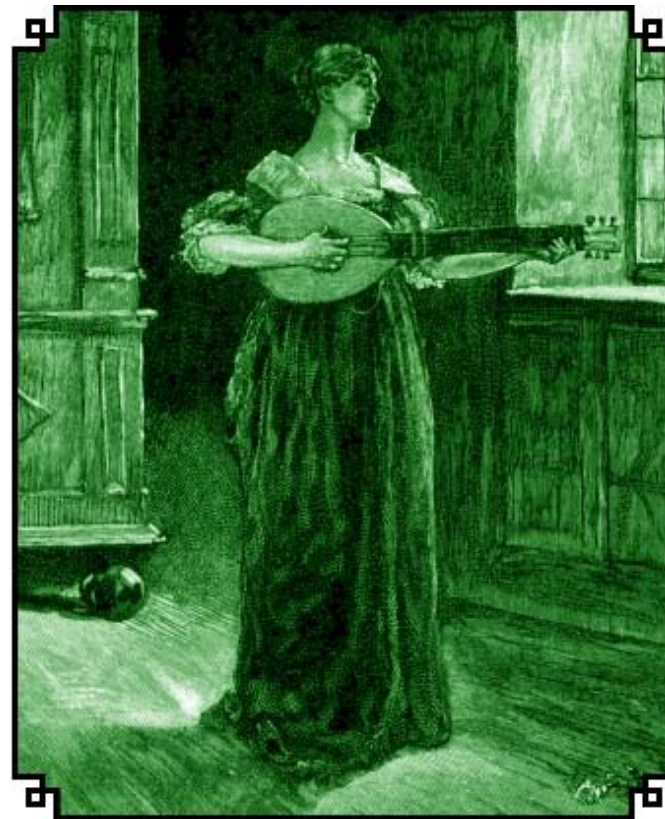
**Skill Points at Each Level:** 6 + Int modifier.

#### Class Features

All of the following are Class Features of the Muse prestige class.

**Weapon and Armor Proficiency:** A Muse gains no proficiency with any weapon or armor.

**Inspire Legend (sp) :** At every Muse level, a Muse may choose a new Bardic Song to add to his repertoire. The songs available to him are as follows:



- **Inspire Healing (sp):** A Muse may perform this song, affecting anyone who can hear it and is within a 30 foot radius of the Muse (allies and enemies). Anyone effected by this song is instantly healed a number of hit points equal to the Muse's Cha bonus (if any). Furthermore, as long as the recipient is effected by this song, healing magics of any kind will heal the recipient an additional 1d6 points of damage. The effect lasts for as long as the ally hears the Muse perform. If the Muse has 15 or more ranks in a Perform

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Skill, she may choose to have this song affect only allies. The Muse may play this song once per day. If the Muse has 21 or more ranks in a Perform Skill, *Inspire Healing* grants recipients an 2d6 points of additional healing rather than 1d6.

- Inspire Balancing (sp):*** A Muse may perform this song, effecting up to 7 allies (including himself) who can hear it and is within a 30 foot radius of the Muse. Any ally affected by this song feels a great deal of confidence gains a circumstantial +2 bonus to the following skill checks: Balance, climb, Escape Artist, Jump, Move Silently, Search, Spot, Swim, Tumble, and use rope. The effect lasts for as long as the allies hears the Muse perform and for 1d4+1 rounds thereafter (each ally may roll separately). If the Muse has 15 or more ranks in a Perform Skill, *Inspire Balance* grants an additional +1 bonus the listed skills. If the Muse has 20 or more ranks in a Perform Skill, *Inspire Balance* grants an additional +1 bonus. These bonuses are cumulative. A Muse may *Inspire Balance* once per day.
- Inspire Damaging (sp):*** A Muse may perform this song, affecting up to 7 allies (including himself) who can hear it and is within a 30 foot radius of the Muse. Any ally affected by this song feels more adept in combat, increasing the ally's critical threat range by 1. The effect of *Inspire Damaging* lasts for as long as the ally hears the Muse perform. The Muse may use *Inspire Damaging* once per day.
- Inspire Saving (sp):*** A Muse may perform this song once per day, affecting up to 7 allies (including himself) who can hear it and is within a 30 foot radius of the Muse. Any ally effected by this will have a blue rune appear on his or her hand. At any time for the rest of the day, the ally may add a +1d4 to any saving throw or attack roll. Once this is done,

the rune disappears from his or her hand. The rune lasts for 1 day if not used. The Muse may perform *Inspire Saving* once per day.

- Inspire Casting (sp):*** A Muse may perform this song once per day, affecting up to 7 allies (including himself) who can hear it and is within a 30 foot radius of the Muse. Allies affected by this will be more agile when casting spells, thereby reducing his or her Arcane Spell Casting Failure chance. The amount reduced is based on the how many ranks the Muse has in a given Perform skill. See chart:

Muse ranks in a Perform Skill	Arcane Spell Casting Failure Chance
N/A	-5%
12	-10%
15	-15%
18	-20%
21	-25%

The effects of *Inspire Casting* lasts for as long as the ally hears the Muse perform +1 rounds. A Muse may *Inspire Balance* twice per day, for a maximum of once per encounter.

**Table: Muse Progression Chart**

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+0	+2	Inspire Legend I
2nd	+1	+0	+0	+3	Inspire Legend II
3rd	+1	+1	+1	+3	Inspire Legend III
4th	+2	+1	+1	+4	Inspire Legend IV
5th	+3	+1	+1	+4	Inspire Legend V



## PROTECTORATE (Prestige Class)

The Protectorate is a Bard who specializes in aiding his allies in time of need. He does this by learning powerful Bardic Songs that have been passed down from the heavens.

**Hit Die:** d6.

### Requirements

To qualify to become a Protectorate, a character must fulfill all the following criteria.

- **Skills:** 9 or more ranks in any Perform Skill
- **Special:** Must be able to create Bardic Music

### Class Skills

The Protectorate's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (alchemy) (Int), Decipher Script (Int), Gather Information (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Speak Language, Spellcraft (Int), and Use Magic Device (Cha).

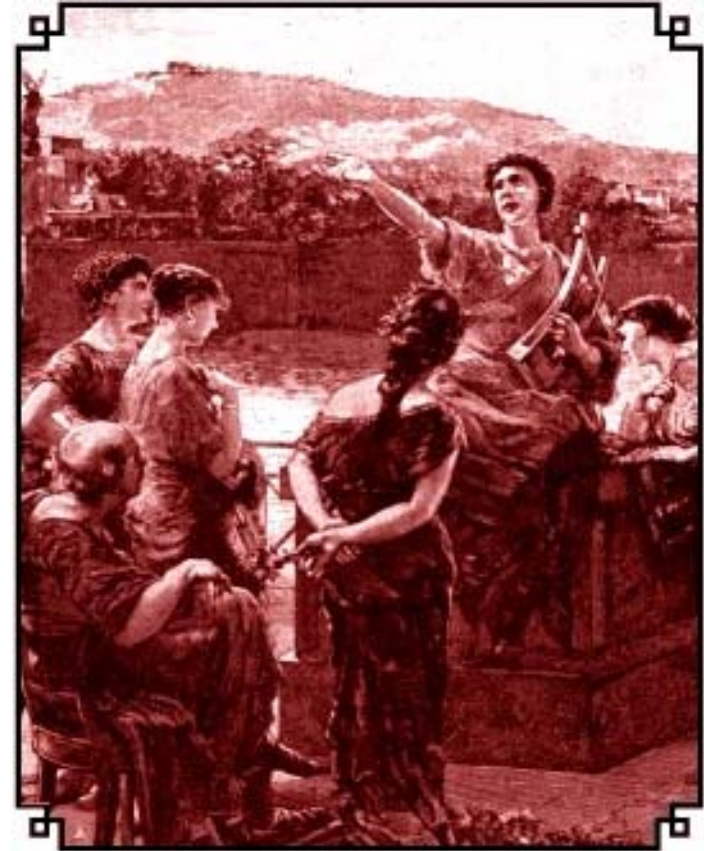
**Skill Points at Each Level:** 6 + Int modifier.

### Class Features

All of the following are Class Features of the Protectorate prestige class.

**Weapon and Armor Proficiency:** Protectorates gains no proficiency with any weapon or armor.

**Halo (sp) :** A 1<sup>st</sup> level Protectorate with at 9 or more ranks in a Perform skill can use his Bardic Music to create a protective field around himself and up to 10 allies within 20 feet – the ally must be able to hear the Bardic Music. Anyone affected by this music will have a small blue halo appear around their heads and will gain a



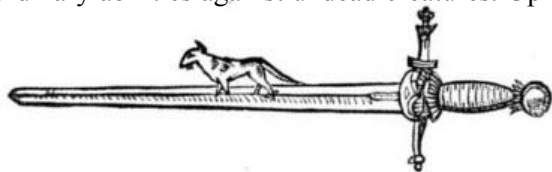
circumstantial +2 to AC versus ranged attacks. If the Protectorate has at least 13 ranks in a Perform skill, *Halo* will grant an additional +2 to AC versus ranged attacks, and *Halo* will now effect allies within 40 feet of the Protectorate. If the Protectorate has at least 18 ranks in a Perform skill, *Halo* will grant an additional +1 to AC versus ranged attacks. If the Protectorate has at least 18 ranks in a Perform skill, *Halo* will grant its recipients Damage Reduction 5/- against damage caused by ranged attacks. The effects of *Halo* lasts for as long as the ally hears the Protectorate perform and for 5 rounds thereafter.

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**Elemental Shield (sp):** A 2<sup>nd</sup> level Protectorate with at 12 or more ranks in a Perform skill can use his Bardic Music to create a resistant field around himself and up to 7 allies within 20 feet – the ally must be able to hear the Bardic Music. The eyes of anyone affected by this music will glow bright white and they will become more resistant to the elements – they are granted resistance to fire 4 and resistance to cold 4. If the Protectorate has at least 18 ranks in a Perform skill, *Elemental Shield* will become more powerful, doubling the resistance it normally grants. If the Protectorate has at least 21 ranks in a Perform skill, *Elemental Shield* will become even more powerful, tripling the resistance it normally grants. The effects of *Elemental Shield* lasts for as long as the allies hears the Protectorate perform and for 5 round thereafter.

**Luck Song (sp):** A 3<sup>rd</sup> level Protectorate with 15 or more ranks in a Perform skill can use his Bardic Music to give himself and up to 7 allies extra protection and luck. Any ally within 30 feet that can hear the Protectorate (including himself) is granted a bonus to Reflex, Fortitude, and Will saves. This bonus is equal to the Protectorate's Charisma bonus (minimum of 1). If the Protectorate has at least 21 ranks in a Perform skill, *Luck Song* becomes even more potent – if the recipient of *Luck Song* makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, that recipient instead takes no damage. The effects of *Luck Song* lasts for as long as the ally hears the Protectorate perform.

**Dark Light (Sp):** A 4<sup>th</sup> level Protectorate with 15 or more ranks in a Perform skill can use his Bardic Music to give himself and his allies extraordinary abilities against undead creatures. Up to 7 allies within



30 feet that can hear the Protectorate (including himself) is granted a bonus to AC versus undead creatures equal to the Protectorate's Charisma bonus (minimum of 1); the Protectorate may choose who is effected by this music. Furthermore at the beginning of any round, an ally affected by *Dark Light* may transfer some or all of this bonus to his attack roll. The effect lasts for as long as the ally hears the Protectorate perform and for 2 rounds thereafter.

**Martyr's Song (Sp):** A 5<sup>th</sup> level Protectorate with 15 or more ranks in a Perform skill can use his Bardic Music to heal nearby friends. A maximum of 8 allies may be healed this way (each round), and they must be within 30 feet of the Protectorate and must be able to hear the Protectorate perform (the Protectorate may not heal himself this way). Each round this song is played, the Protectorate may heal his allies a maximum of hit points equal to triple his combined Bard and Protectorate levels; the Protectorate chooses who to heal and for how many hit points. The Protectorate may continue to play this song for sub sequential rounds for the same effect, but to do so he must sacrifice a number of hit points equal to his combined Bard and Protectorate level; he may not play this song to reduce his hit points below one. While playing this song, and for 3d6 rounds thereafter, the Protectorate is unaffected by healing magics of any kind. The Protectorate may use *Martyr's Song* three times per day, with a maximum of once per encounter.

**Table: Protectorate Progression Chart**

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+0	+2	Halo
2nd	+1	+0	+0	+3	Elemental shield
3rd	+2	+1	+1	+3	Luck Song
4th	+2	+1	+1	+4	Dark Light
5th	+3	+1	+1	+4	Martyr's Song

### Baubles and Urus of Ancient Power

**Common Name:** Inyatee Stones of Power

**Total Baubles:** 8

**Total Urus:** 7

#### Description

The Baubles of Ancient Power and Urus of Ancient Power are a set of small gem-like stones that contain embedded powers. Baubles come in various colors and shapes and are usually the size of a marble and do not emanate any power whatsoever; Urus are always white in color with black lettering and is always square-shaped. Each Bauble and Uru is inscribed with an ancient command word from a long forgotten language. However, when placed onto an appropriate item, and the ancient command word is spoken, the Bauble or Uru will infuse itself permanently with the item, granting new abilities to the item itself (the Bauble or Uru itself will disappear, leaving an inscription of the ancient word on the item). Although Baubles and Urus generally do not have great powers, they are highly sought after for their ability to enhance existing items.

Items that are infused with a Bauble or Uru become especially bonded with its creator. When used by anyone else, the powers the Bauble or Uru grants to the item will be unavailable, and the item will act as if the Bauble or Uru had never been infused. (For example, Harry the Wizard infuses the Bauble of Critical Leeching onto his mace. When using this mace in combat, it will grant life-leeching abilities to him. However, when anyone else uses the mace, this life-leeching ability will not work at all). It is possible to have an item infused with a Bauble by one person, and the same item infused with an Uru by a different person. This does not change how the Baubles and Urus work – the first person using the item has access to the Bauble's powers, but not the Uru's powers, etc.

Bauble infused items become very tough, often 10 times harder to damage than normal. Urus do not provide any such enhancements. If the item itself is ever destroyed or significantly broken, the item and



any infused Bauble and/or Uru will permanently lose all the magical abilities.

Although Baubles generally provide a narrowly focused power, Urus are more unique because they grant synergistic bonuses. Any item that is infused with an Uru gets minor power upgrades, but if the item also has an infused Bauble, then the infused Uru will generate even more powers. The combination of an Uru and Bauble into a single item would grant it several different abilities. Of course, this is only true if the Bauble and Uru was infused to the item by the same person.

Only one Bauble of Ancient Power and one Uru of Ancient Power may be infused into an item, and they can never be infused onto artifact items.

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### History

The Baubles and Urus were created by an ancient group of magical beings that were enslaved within the Inyatee Kingdom. The slaves created these trinkets for their masters, whom often used them to equip their elite soldiers or simply used them as rewards. The slaves eventually revolted and used their combined powers to lay waste the kingdom and eventually go home. Hundreds, possibly thousands of Baubles and Urus were lost in the uprising. The majority of their current owners are completely unaware of the powers contained within them. It is also rumored that other magical gems were lost in the uprising, known as Paradigms, but this has never been confirmed.

### *Bauble of Augmentation*

**Common Name:** Augmentation Stone

**Word of Infusing:** Cagliato

**Infuses:** Weapon

**Description:** This green Bauble with red lettering may be infused into any weapon. The weapon's critical threat range is increased by 1. Furthermore, on a critical hit where the threat roll resulted in a natural 20, the wielder is granted an attack of opportunity on the same target (after critical damage has been dealt).

### *Bauble of Barding*

**Common Name:** Bard Stone

**Word of Infusing:** Esuoh

**Infuses:** Musical instrument

**Description:** This green Bauble with yellow lettering may be infused into any musical instrument. Whenever this instrument is played, it generates magical music that can affect all living creatures within a 30-foot radius. As long as this is played, anyone within the radius that can hear the instrument gains a circumstantial +1 bonus to attack rolls. If the player is 11<sup>th</sup> level or higher, this bonus increases to +2, and the player may choose to have this music affect only his allies. If the player is a Bard, the music will also grant a circumstantial +1 bonus AC to anyone within the radius that can hear it.

### *Bauble of Critical Leeching*

**Common Name:** Blood Stone

**Word of Infusing:** Koffi

**Infuses:** Weapon

**Description:** This red Bauble with blue lettering may be infused into any weapon. Whenever this weapon deals critical damage (or has its ammunition deal critical damage), the wielder is healed a number of hit points equal to the critical damage that is dealt.

### *Bauble of Flaming*

**Common Name:** Flams Stone

**Word of Infusing:** Frutado

**Infuses:** Weapon

**Description:** This red Bauble with white lettering may be infused into any weapon. Three times per day, as a free action, they wielder may enchant this weapon with flames, allowing it to deal an additional 1d6 points of fire damage. This enchantment lasts for 3d6 rounds, until the weapon is dropped, or the wielder wills it to end – whichever is first.

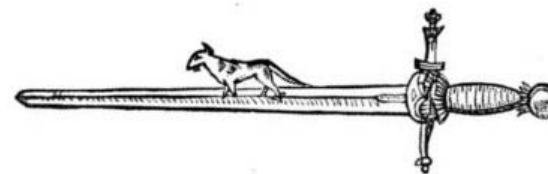
### *Bauble of Healing*

**Common Name:** Healing Stone

**Word of Infusing:** Sermonto

**Infuses:** Armor, Gauntlets, Helm

**Description:** This black Bauble with blue lettering may be infused into any armor, gauntlets (or gloves), or helm. The infused item will heal its wearer 1 hit point every other round. If the wearer is at least 10<sup>th</sup> level, the infused item will instead heal him 1 hit point every round. If the wearer is at least 18<sup>th</sup> level, the infused item will instead heal him 1d4 hit points per round.



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### *Bauble of Reduction*

**Common Name:** Armor Stone

**Word of Infusing:** Noyes

**Infuses:** Any worn item

**Description:** This purple Bauble with white lettering may be infused into any worn item (that is not a weapon). Once the Bauble is infused, the item will grant the wearer variable Damage Reduction 1d4 / - (whenever the wearer takes damage, 1d4 of that damage is ignored). As the wearer increases in levels, the infused item will increase its variable Damage Reduction. See the chart below:

#### Level Variable DR

1	1d4
5	1d6
8	1d8
10	1d10
12	2d6
15	2d8
18	3d8
20	3d10

### *Bauble of Scroll Casting*

**Common Name:** Casters Stone

**Word of Infusing:** Seye

**Infuses:** Helm

**Description:** This green Bauble with black lettering may be infused into any helm. The helm allows the wearer the ability to read any written language, including items for spell use. Magical writings such as scrolls are instantly deciphered as if the user has made a successful Spellcraft check. When activating a scroll, the caster does not need to make a caster spell check even if the caster level is lower than the scroll spell's caster level. Furthermore, scrolls read while wearing this infused helm do not need to be of the correct type. Arcane spellcasters can cast divine spells from a scroll and divine spellcasters can cast arcane spells from a scroll; doing so however

requires a DC15 check and will cause a scroll mishap if the check is failed.

### *Bauble of Undead Slaying*

**Common Name:** Undead Stone

**Word of Infusing:** Draconla

**Infuses:** Weapon

**Description:** This black Bauble with black is infused into any weapon, changing its properties. Anytime the wielder of the weapon comes within 100 feet of an undead creature, his eyes will briefly flash bright blue, informing him of the general direction that the undead creature is residing. Three times per day, the wielder may attempt a *Undead Smite (Sp)* as a standard action. A successful smite deals x2 damage to an undead creature, and x4 damage on a critical hit. A failed *Smite* still uses up one attempt for the day.

### *Uru of Alignment Striking*

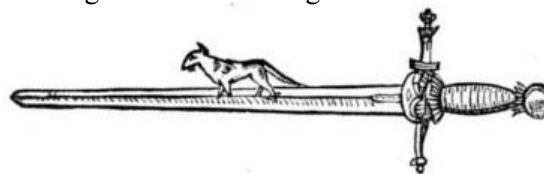
**Common Name:** Piercing Stone

**Word of Infusing:** Hsok

**Infuses:** Any Weapon

**Description:** This Uru may be infused into any weapon. The weapon will now bypass the damage reduction of certain creatures, depending upon the wielder's alignment. If the wielder is good, the weapon will bypass the damage reduction of evil creatures. If the wielder is evil, the weapon will bypass the damage reduction of good creatures. If the wielder is neutral, the weapon will bypass half of the damage reduction of good or evil creatures.

**Synergy:** If this item also has an infused Bauble, the infused item will bypass the damage reduction of evil and good creatures, no matter what the alignment of the wielder is. However, the infused weapon still gains no bonuses against neutral creatures.



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### *Uru of Casting*

**Common Name:** Casters Stone

**Word of Infusing:** Retsac

**Infuses:** Any Armor

**Description:** This Uru may be infused into any armor, making it lighter but not weaker. The *arcane spell failure chance* for this infused item is reduced a number of percentage points equal to the wearer's level.

**Synergy:** If this item also has an infused Bauble, the infused item has its Arcane Spell Failure Chance reduced by an additional 10% at all times.

### *Uru of Ice*

**Common Name:** Cold Stone

**Word of Infusing:** Ezeerf

**Infuses:** Any weapon

**Description:** This Uru may be infused into any weapon, enhancing it with cold damage -- the weapon will deal an extra 1d6 points of cold damage upon a successful strike. Upon a critical hit, the normal critical damage is applied but the target still only receives 1d6 cold damage from the Uru.

**Synergy:** If the weapon is also infused with a Bauble, the weapon will turn blue, and glow with blue light whenever it is wielded. Upon a critical hit, the weapon will deal its normal critical damage, and it will explode with frost, dealing and 2d6 cold damage to the target (rather than the normal 1d6), and any creature within 5 feet of the target will take 1d6 cold damage. The wielder is immune to this damage.

### *Uru of Maximization*

**Common Name:** Max stone

**Word of Infusing:** Maximillion

**Infuses:** Any weapon

**Description:** This Uru may be infused into any weapon, giving it a faint purple glow when in complete darkness. Once per day the wielder may attempt a *Maximization Strike (Sp)* as a standard action. On a successful strike, this weapon will deal its maximum damage. A missed strike will have used up the ability for the day.

**Synergy:** If this item also has an infused Bauble, the wielder may attempt a *Maximization Strike* two times per day. If the wielder is at least 15<sup>th</sup> level, he may attempt this strike three times per day.



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### *Uru of Remembrance*

**Common Name:** Memory rock

**Word of Infusing:** Niarb

**Infuses:** Any worn item

**Description:** This Uru may be infused into any worn item (that is not a weapon). The wearer of the infused item gains the ability to remember arcane spells, even after they have been cast. If the wearer is an arcane spellcaster, he has a chance to remember a spell after it is cast, therefore allowing him to cast the spell again. When he casts a 1<sup>st</sup> or 2<sup>nd</sup> level spell, he may make attempt a Will Save (DC 20) to remember the spell.

**Synergy:** If this item also has an infused Bauble, he is allowed a Will save (DC 22) to remember 3<sup>rd</sup> and 4<sup>th</sup> level spells.

### *Uru of Spiders*

**Common Name:** Web Stone

**Word of Infusing:** Dionihcara

**Infuses:** Gloves or gauntlets

**Description:** This Uru may be infused into any pair of gloves or gauntlets; they must come as a pair and be touching one another when the Uru is infused. Once infused, the command word will appear on both gloves/gauntlets. Wearing these gloves will grant the wearer uncanny climbing abilities, granting him a circumstantial bonus to all climb checks equal to half his current level. Furthermore, the wearer retains all his dexterity bonus to AC (if any) while climbing, and opponents get no special bonus to their attacks against him when he is climbing.

**Synergy:** If this item also has an infused Bauble, the gloves will grant him the ability to throw a web once per day. At 10th level and every ten levels thereafter, he may do this one additional time per day. Throwing a web is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Medium size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The web has 6 hit points, hardness 0, and takes double damage from fire.

The wearer can also create sheets of sticky webbing from 5 to 60 feet square. This webbing can be positioned to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web, or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section has 6 hit points, hardness 0, and takes double damage from fire.

The wearer can move across his own web at his climb speed as if affected by the Spider Climb spell and can determine the exact location of any creature touching the web. Webs will dissipate after 5 hours.

### *Uru of Targeting*

**Common Name:** Crit stone

**Word of Infusing:** Tarjay

**Infuses:** Any ranged weapon

**Description:** This Uru may be infused into any weapon that fires ammunition, such as a bow or slingshot. Once per day the wielder may imbue one shot with a *Targeting Enchantment* as a free action. On a successful hit against a living creature, the weapon becomes locked on to the creature for 5 rounds, granting a +2 to attack rolls against that target. This only applies to the infused weapon.

**Synergy:** If this item also has an infused Bauble, the wielder may use *Targeting Enchantment* three times per day (but only once per day on the same creature), and the special shot will grant a total of +4 to attack rolls against a successfully hit creature.

### Johansson's Song (artifact)

**Common Name:** Bard's Artifact

**Total Items:** 3

**Description:** The Bards artifacts are powerful items that grant powers and abilities to the wearer, most of which are based on sound. If the wearer is also a Bard, additional powers are granted to the wearer. The Bards Artifacts consists of an Amulet, Cape, and Ring.

#### Johansson's Cleft (amulet)

This Amulet is silver in color, with runes etched all around its outer shell. Anyone who wears the Amulet gains acute hearing. As such, the wearer is granted a circumstantial +1 to all listen checks. If the wearer has reached 5<sup>th</sup> level, and every five levels thereafter, the Amulet grants the wearer an addition +1 to all listen checks.

If the wearer is a Bard, the Amulet will grant him such acute hearing that he gains an advantage against his opponents. The Amulet grants him a +2 bonus to initiative rolls.

*Weight:* < 1 lbs

#### Johansson's Whistle (cape)

This strong cloth Cape is white on one side, and dark blue on the other; it can be worn on any side. This Cape sends ultrasonic signals up to a 50-foot radius, granting the wearer the ability to sense living creatures. As such, the wearer is able to detect invisible creatures as if they were not invisible. This is only effective against living creatures. A *silence* spell of any kind will negate the cape's abilities.

If the wearer is a Bard, the Cape generates a magical +2 bonus to AC for him.

*Weight:* 2 lbs

#### Johansson's Scream (ring)

This Ring is gold in color, with a deep purple colored gem in the middle. Once the ring is worn, the gem will glow dimly, instantly allowing the wearer to see magical lines in the air. Upon closer inspection, the wearer will realize that what he is seeing is the music of magic all around him. If the wearer is an arcane spellcaster, he is instantly granted one spellslot at his highest level as long as he wears the Ring. As he is able to cast a higher level spell, this spellslot will move to the highest level, and the previous spell will be forgotten.

If the wearer is a Bard, the Ring will grant him one extra spell slot for any 1<sup>st</sup> level spell.

*Weight:* < 1 lbs

#### SYNERGY (2-items)

Wearing any two items of Johansson's Song will grant the wearer a special Bard's Aura or Defense. Whenever the wearer is effected by Bardic Music (even his own), the artifacts grant him a circumstantial +2 bonus to AC.

If the wearer is a Bard, the Johansson's Song will also grant him a circumstantial +2 bonus to all saves versus spells that require a verbal component (he does not need to be effected by Bardic Music for this bonus).

#### SYNERGY (all 3-items)

Wearing all three items of the Johansson's Song grants the wearer a special Bard's Aura of Luck. The wearer gains a bonus to all Saves equal to his charisma bonus (if any).

If the wearer is also a Bard, he is granted a +1 bonus to Charisma. Furthermore, the bard may make a special **Frost Strike** three times per day with his weapon as a standard action. This special attack deals an extra 1d6 points of cold damage on a successful hit. If this strike results in a critical hit, an frost explosion will occur, dealing



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1d4 points of cold damage to all creatures within 5 feet of the strike. The wearer is immune to this damage, but his allies are not.

**History:** In the year the Cow, the first son of the Johansson Royal family was born. It was written by the profits that the first son would rise to great power and unite the six kingdoms Caldamore. The three

profits of the Dragon's Spire that saw this presented the Bards Artifact to him.

## APPENDIX A: BARD SPELLCASTING

**CASTING SPELLS:** A bard casts arcane spells, which are drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every bard spell has a verbal component (singing, reciting, or music). To learn or cast a spell, a bard must have a Charisma score equal to at least 10 + the spell. The Difficulty Class for a saving throw against a bard's spell is 10 + the spell level + the bard's Charisma modifier.

Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Bard. In addition, he receives bonus spells per day if he has a high Charisma score. When Table: Bard Spells Known indicates that the bard gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

The bard's selection of spells is extremely limited. A bard begins play knowing four 0-level spells of your choice. At most new bard levels, he gains one or more new spells, as indicated on Table: Bard Spells Known. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score; the numbers on Table: Bard Spells Known are fixed.) Upon reaching 5th level, and at every third bard level after that (8th, 11th, and so on), a bard can choose to learn a new spell in place of one he already knows. In effect, the bard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

As noted above, a bard need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Table: BARD SPELL PROGRESSION CHART

Level	0	1st	2nd	3rd	4th	5th	6th
1st	2	—	—	—	—	—	—
2nd	3	0	—	—	—	—	—
3rd	3	1	—	—	—	—	—
4th	3	2	0	—	—	—	—
5th	3	3	1	—	—	—	—
6th	3	3	2	—	—	—	—
7th	3	3	2	0	—	—	—
8th	3	3	3	1	—	—	—
9th	3	3	3	2	—	—	—
10th	3	3	3	2	0	—	—
11th	3	3	3	3	1	—	—
12th	3	3	3	3	2	—	—
13th	3	3	3	3	2	0	—
14th	4	3	3	3	3	1	—
15th	4	4	3	3	3	2	—
16th	4	4	4	3	3	2	0
17th	4	4	4	4	3	3	1
18th	4	4	4	4	4	3	2
19th	4	4	4	4	4	4	3
20th	4	4	4	4	4	4	4

## APPENDIX B: SPELL LISTS

### BARD SPELLS

#### 0-LEVEL BARD SPELLS (CANTRIPS)

- Dancing Lights:** Creates torches or other lights.  
**Daze:** Humanoid creature of 4 HD or less loses next action.  
**Detect Magic:** Detects spells and magic items within 60 ft.  
**Flare:** Dazzles one creature (-1 on attack rolls).  
**Ghost Sound:** Figment sounds.  
**Know Direction:** You discern north.  
**Light:** Object shines like a torch.  
**Lullaby:** Makes subject drowsy; -5 on Spot and Listen checks, -2 on Will saves against *sleep*.  
**Mage Hand:** 5-pound telekinesis.  
**Mending:** Makes minor repairs on an object.  
**Message:** Whispered conversation at distance.  
**Open/Close:** Opens or closes small or light things.  
**Prestidigitation:** Performs minor tricks.  
**Read Magic:** Read scrolls and spellbooks.  
**Resistance:** Subject gains +1 on saving throws.  
**Summon Instrument:** Summons one instrument of the caster's choice.

#### 1ST-LEVEL BARD SPELLS

- Alarm:** Wards an area for 2 hours/level.  
**Animate Rope:** Makes a rope move at your command.  
**Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.  
**Charm Person:** Makes one person your friend.  
**Comprehend Languages:** You understand all spoken and written languages.  
**Cure Light Wounds:** Cures 1d8 damage +1/level (max +5).  
**Detect Secret Doors:** Reveals hidden doors within 60 ft.  
**Disguise Self:** Changes your appearance.  
**Erase:** Mundane or magical writing vanishes.  
**Expeditious Retreat:** Your speed increases by 30 ft.

- Feather Fall:** Objects or creatures fall slowly.  
**Grease:** Makes 10-ft. square or one object slippery.  
**Hideous Laughter:** Subject loses actions for 1 round/level.  
**Hypnotism:** Fascinates 2d4 HD of creatures.  
**Identify<sup>M</sup>:** Determines properties of magic item.  
**Lesser Confusion:** One creature is *confused* for 1 round.  
**Magic Mouth<sup>M</sup>:** Speaks once when triggered.  
**Magic Aura:** Alters object's magic aura.  
**Obscure Object:** Masks object against scrying.  
**Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.  
**Silent Image:** Creates minor illusion of your design.  
**Sleep:** Puts 4 HD of creatures into magical slumber.  
**Summon Monster I:** Calls extraplanar creature to fight for you.  
**Undetectable Alignment:** Conceals alignment for 24 hours.  
**Unseen Servant:** Invisible force obeys your commands.  
**Ventriloquism:** Throws voice for 1 min./level.

#### 2ND-LEVEL BARD SPELLS

- Alter Self:** Assume form of a similar creature.  
**Animal Messenger:** Sends a Tiny animal to a specific place.  
**Animal Trance:** Fascinates 2d6 HD of animals.  
**Blindness/Deafness:** Makes subject blind or deaf.  
**Blur:** Attacks miss subject 20% of the time.  
**Calm Emotions:** Calms creatures, negating emotion effects.  
**Cat's Grace:** Subject gains +4 to Dex for 1 min./level.  
**Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10).  
**Darkness:** 20-ft. radius of supernatural shadow.  
**Daze Monster:** Living creature of 6 HD or less loses next action.  
**Delay Poison:** Stops poison from harming subject for 1 hour/level.  
**Detect Thoughts:** Allows "listening" to surface thoughts.  
**Eagle's Splendor:** Subject gains +4 to Cha for 1 min./level.  
**Enthrall:** Captivates all within 100 ft. + 10 ft./level.  
**Fox's Cunning:** Subject gains +4 to Int for 1 min./level.

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**Glitterdust:** Blinds creatures, outlines invisible creatures.  
**Heroism:** Gives +2 on attack rolls, saves, skill checks.  
**Hold Person:** Paralyzes one humanoid for 1 round/level.  
**Hypnotic Pattern:** Fascinates (2d4 + level) HD of creatures.  
**Invisibility:** Subject is invisible for 1 min./level or until it attacks.  
**Locate Object:** Senses direction toward object (specific or type).  
**Minor Image:** As *silent image*, plus some sound.  
**Mirror Image:** Creates decoy duplicates of you (1d4 +1 per three levels, max 8).  
**Misdirection:** Misleads divinations for one creature or object.  
**Pyrotechnics:** Turns fire into blinding light or choking smoke.  
**Rage:** Gives +2 to Str and Con, +1 on Will saves, -2 to AC.  
**Scare:** Panics creatures of less than 6 HD.  
**Shatter:** Sonic vibration damages objects or crystalline creatures.  
**Silence:** Negates sound in 20-ft. radius.  
**Sound Burst:** Deals 1d8 sonic damage to subjects; may stun them.  
**Suggestion:** Compels subject to follow stated course of action.  
**Summon Monster II:** Calls extraplanar creature to fight for you.  
**Summon Swarm:** Summons swarm of bats, rats, or spiders.  
**Tongues:** Speak any language.  
**Whispering Wind:** Sends a short message 1 mile/level.

### 3RD-LEVEL BARD SPELLS

**Blink:** You randomly vanish and reappear for 1 round/level.  
**Charm Monster:** Makes monster believe it is your ally.  
**Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min./level.  
**Confusion:** Subjects behave oddly for 1 round/level.  
**Crushing Despair:** Subjects take -2 on attack rolls, damage rolls, saves, and checks.  
**Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).  
**Daylight:** 60-ft. radius of bright light.  
**Deep Slumber:** Puts 10 HD of creatures to sleep.  
**Dispel Magic:** Cancels magical spells and effects.  
**Displacement:** Attacks miss subject 50%.  
**Fear:** Subjects within cone flee for 1 round/level.

**Gaseous Form:** Subject becomes insubstantial and can fly slowly.  
**Geas, Lesser:** Commands subject of 7 HD or less.  
**Glibness:** You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.  
**Good Hope:** Subjects gain +2 on attack rolls, damage rolls, saves, and checks.  
**Haste:** One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.  
**Illusory Script<sup>M</sup>:** Only intended reader can decipher.  
**Invisibility Sphere:** Makes everyone within 10 ft. invisible.  
**Major Image:** As *silent image*, plus sound, smell and thermal effects.  
**Phantom Steed:** Magic horse appears for 1 hour/level.  
**Remove Curse:** Frees object or person from curse.  
**Scrying<sup>F</sup>:** Spies on subject from a distance.  
**Sculpt Sound:** Creates new sounds or changes existing ones.  
**Secret Page:** Changes one page to hide its real content.  
**See Invisibility:** Reveals invisible creatures or objects.  
**Sepia Snake Sigil<sup>M</sup>:** Creates text symbol that immobilizes reader.  
**Slow:** One subject/level takes only one action/round, -1 to AC, reflex saves, and attack rolls.  
**Speak with Animals:** You can communicate with animals.  
**Summon Monster III:** Calls extraplanar creature to fight for you.  
**Tiny Hut:** Creates shelter for ten creatures.

### 4TH-LEVEL BARD SPELLS

**Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.  
**Cure Critical Wounds:** Cures 4d8 damage +1/level (max +20).  
**Detect Scrying:** Alerts you of magical eavesdropping.  
**Dimension Door:** Teleports you short distance.  
**Dominate Person:** Controls humanoid telepathically.  
**Freedom of Movement:** Subject moves normally despite impediments.  
**Hallucinatory Terrain:** Makes one type of terrain appear like another (field into forest, or the like).

## Unorthodox Bards

**Hold Monster:** As *hold person*, but any creature.  
**Invisibility, Greater:** As *invisibility*, but subject can attack and stay invisible.  
**Legend Lore**<sup>M F</sup>: Lets you learn tales about a person, place, or thing.  
**Locate Creature:** Indicates direction to familiar creature.  
**Modify Memory:** Changes 5 minutes of subject's memories.  
**Neutralize Poison:** Immunizes subject against poison, detoxifies venom in or on subject.  
**Rainbow Pattern:** Lights fascinate 24 HD of creatures.  
**Repel Vermin:** Insects, spiders, and other vermin stay 10 ft. away.  
**Secure Shelter:** Creates sturdy cottage.  
**Shadow Conjuration:** Mimics conjuring below 4th level, but only 20% real.  
**Shout:** Deafens all within cone and deals 5d6 sonic damage.  
**Speak with Plants:** You can talk to normal plants and plant creatures.  
**Summon Monster IV:** Calls extraplanar creature to fight for you.  
**Zone of Silence:** Keeps eavesdroppers from overhearing conversations.

### 5TH-LEVEL BARD SPELLS

**Cure Light Wounds, Mass:** Cures 1d8 damage +1/level for many creatures.  
**Dispel Magic, Greater:** As *dispel magic*, but +20 on check.  
**Dream:** Sends message to anyone sleeping.  
**False Vision**<sup>M</sup>: Fools scrying with an illusion.  
**Heroism, Greater:** Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.  
**Mind Fog:** Subjects in fog get -10 to Wis and Will checks.  
**Mirage Arcana:** As *hallucinatory terrain*, plus structures.  
**Mislead:** Turns you invisible and creates illusory double.  
**Nightmare:** Sends vision dealing 1d10 damage, fatigue.  
**Persistent Image:** As *major image*, but no concentration required.  
**Seeming:** Changes appearance of one person per two levels.

**Shadow Evocation:** Mimics evocation of lower than 5th level, but only 20% real.  
**Shadow Walk:** Step into shadow to travel rapidly.  
**Song of Discord:** Forces targets to attack each other.  
**Suggestion, Mass:** As *suggestion*, plus one subject/level.  
**Summon Monster V:** Calls extraplanar creature to fight for you.

### 6TH-LEVEL BARD SPELLS

**Analyze Dweomer**<sup>F</sup>: Reveals magical aspects of subject.  
**Animate Objects:** Objects attack your foes.  
**Cat's Grace, Mass:** As *cat's grace*, affects one subject/level.  
**Charm Monster, Mass:** As *charm monster*, but all within 30 ft.  
**Cure Moderate Wounds, Mass:** Cures 2d8 damage +1/level for many creatures.  
**Eagle's Splendor, Mass:** As *eagle's splendor*, affects one subject/level.  
**Eyebite:** Target becomes panicked, sickened, and comatose.  
**Find the Path:** Shows most direct way to a location.  
**Fox's Cunning, Mass:** As *fox's cunning*, affects one subject/level.  
**Geas/Quest:** As *lesser geas*, plus it affects any creature.  
**Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.  
**Irresistible Dance:** Forces subject to dance.  
**Permanent Image:** Includes sight, sound, and smell.  
**Programmed Image**<sup>M</sup>: As *major image*, plus triggered by event.  
**Project Image:** Illusory double can talk and cast spells.  
**Scrying, Greater:** As *scrying*, but faster and longer.  
**Shout, Greater:** Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.  
**Summon Monster VI:** Calls extraplanar creature to fight for you.  
**Sympathetic Vibration:** Deals 2d10 damage/round to freestanding structure.  
**Veil:** Changes appearance of group of creatures.

### KNOWLEDGE DOMAIN

**Granted Power:** Add all Knowledge skills to your list of cleric class skills. You cast divination spells at +1 caster level.

## PALADIN SPELLS

### 1ST-LEVEL PALADIN SPELLS

- Bless:** Allies gain +1 on attack rolls and +1 on saves against fear.  
**Bless Water:** Makes holy water.  
**Bless Weapon:** Weapon strikes true against evil foes.  
**Create Water:** Creates 2 gallons/level of pure water.  
**Cure Light Wounds:** Cures 1d8 damage +1/level (max +5).  
**Detect Poison:** Detects poison in one creature or small object.  
**Detect Undead:** Reveals undead within 60 ft.  
**Divine Favor:** You gain +1 per three levels on attack and damage rolls.  
**Endure Elements:** Exist comfortably in hot or cold environments.  
**Magic Weapon:** Weapon gains +1 bonus.  
**Protection from Chaos/Evil:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.  
**Read Magic:** Read scrolls and spellbooks.  
**Resistance:** Subject gains +1 on saving throws.  
**Restoration, Lesser:** Dispel magical ability penalty or repairs 1d4 ability damage.  
**Virtue:** Subject gains 1 temporary hp.

### 2ND-LEVEL PALADIN SPELLS

- Bull's Strength:** Subject gains +4 to Str for 1 min./level.  
**Delay Poison:** Stops poison from harming subject for 1 hour/level.  
**Eagle's Splendor:** Subject gains +4 to Cha for 1 min./level.  
**Owl's Wisdom:** Subject gains +4 to Wis for 1 min./level.  
**Remove Paralysis:** Frees one or more creatures from paralysis or *slow* effect.  
**Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.  
**Shield Other<sup>F</sup>:** You take half of subject's damage.  
**Undetectable Alignment:** Conceals alignment for 24 hours.  
**Zone of Truth:** Subjects within range cannot lie.

### 3RD-LEVEL PALADIN SPELLS

- Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10).  
**Daylight:** 60-ft. radius of bright light.

**Discern Lies:** Reveals deliberate falsehoods.

**Dispel Magic:** Cancels spells and magical effects.

**Heal Mount:** As *heal* on warhorse or other special mount.

**Magic Circle against Chaos:** As *protection from chaos*, but 10-ft. radius and 10 min./level.

**Magic Circle against Evil:** As *protection from evil*, but 10-ft. radius and 10 min./level.

**Magic Weapon, Greater:** +1 bonus/four levels (max +5).

**Prayer:** Allies +1 bonus on most rolls, enemies -1 penalty.

**Remove Blindness/Deafness:** Cures normal or magical conditions.

**Remove Curse:** Frees object or person from curse.

### 4TH-LEVEL PALADIN SPELLS

**Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.

**Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).

**Death Ward:** Grants immunity to death spells and negative energy effects.

**Dispel Chaos:** +4 bonus against attacks by chaotic creatures.

**Dispel Evil:** +4 bonus against attacks by evil creatures.

**Holy Sword:** Weapon becomes +5, deals +2d6 damage against evil.

**Mark of Justice:** Designates action that will trigger *curse* on subject.

**Neutralize Poison:** Immunizes subject against poison, detoxifies venom in or on subject.

**Restoration<sup>M</sup>:** Restores level and ability score drains.

## Knowledge Domain Spells

**1 Detect Secret Doors:** Reveals hidden doors within 60 ft.

**2 Detect Thoughts:** Allows "listening" to surface thoughts.

**3 Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min./level.

**4 Divination<sup>M</sup>:** Provides useful advice for specific proposed actions.

**5 True Seeing<sup>M</sup>:** Lets you see all things as they really are.

**6 Find the Path:** Shows most direct way to a location.

**7 Legend Lore<sup>MF</sup>:** Lets you learn tales about a person, place, or thing.

**8 Discern Location:** Reveals exact location of creature or object.

**9 Foresight:** "Sixth sense" warns of impending danger.

## Unorthodox Bards

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