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ABANDONED ARTS® PRESENTS:

CLASS ACTS: BARDS

TEN NEW MASTERPIECES FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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MASTERPIECES

As described in the *Pathfinder® Roleplaying Game: Ultimate Magic™* sourcebook, a masterpiece is a specialized use of the bardic performance ability. Each masterpiece relies upon a specific Perform skill or a specific group of skills, and also lists a number of prerequisites (much like feats). Only bards may learn masterpieces, and each masterpiece has an associated cost. Typically, a bard must select a masterpiece in place of a feat, or spend one of his bard spells known of a specific spell level. In the latter case, the bard may spend a bard spell known of a level higher than the listed level. The effects of masterpieces vary, but each masterpiece requires the use of a specific number of rounds of the bardic performance ability in order to activate. In some cases, a bard can extend the duration of a masterpiece by expending additional rounds of bardic performance, just as if it were any other use of that ability.

If a masterpiece calls for a saving throw, the DC of the save is equal to 10 + 1/2 the performer's class level + his or her Charisma modifier. Unless specified otherwise, effects or feats that would extend the duration of a bardic performance (such as the Linger Performance feat) do not apply to masterpieces.

THE CADENCE OF CHAOS (STRING)

This chaotic rhythm shrieks through the minds of your listeners.

PREREQUISITE: Perform (string) 3 ranks

COST: Feat or 1st-level bard spell known

EFFECT: This startling series of discordant notes causes intense pain and discomfort in those who hear it. Excluding the performer, every creature within earshot (enemy and ally alike) becomes dazzled for 1 round upon hearing this performance, and all creatures within 30 feet are shocked to the core by this chaotic chord, taking 1d4 points of nonlethal sonic damage (no save). You must maintain your bardic performance for 1 round before activating this masterpiece, and you may not activate this ability again for 1 round after it has been used.

USE: 2 bardic performance rounds

ACTION: 1 standard action

DRUAPIN'S DISSONANCE (KEYBOARD, STRING)

This jarring stroke seems to evoke a brief physical impossibility.

PREREQUISITE: Perform (keyboard) or Perform (string) 7 ranks

COST: Feat or 3rd-level bard spell known

EFFECT: This dissonant note strains the very fabric of reality, causing you to briefly appear to occupy two places at once. Whenever you activate this masterpiece, you gain the benefits of a *displacement* effect against a single attack. You must decide whether or not to use this ability before the attack roll that you are attempting to misdirect is rolled. After the triggering attack is resolved, this performance ends.

Each time beyond the first that you activate this masterpiece, the miss chance granted by the *displacement* effect is reduced by 5%, to a minimum of 5%. When your daily allotment of bardic performance rounds are restored for the day, the miss chance granted by activating this masterpiece is also recovered to 50%.

USE: 2 bardic performance rounds

ACTION: 1 immediate action

GAN'S GLEEFUL HARMONY (SING)

This intricate and joyful song can lift the spirits of the low.

PREREQUISITE: Perform (sing) 3 ranks

COST: Feat or 1st-level bard spell known

EFFECT: This complex but utterly gleeful and carefree harmony lifts the burdens of those listeners with troubled spirits. Upon completing this performance, each ally who can hear it gains a +4 morale bonus on saving throws against mind-affecting effects that rely on negative emotions (such as *crushing despair*, *rage*, or fear effects). An affected creature already under such an effect has that effect suppressed for the duration of this performance. This masterpiece does not affect mind-affecting effects based on positive emotions (such as *good hope* or the *inspire courage* performance). These bonuses last for as long as you continue performing, plus 1 round.

USE: 3 bardic performance rounds, plus 1 bardic performance round for each round after the performance is completed

ACTION: 3 full rounds

HONEYLAWN'S EULOGY (ORATORY)

This stern eulogy causes listeners to enter a death-like slumber.

PREREQUISITE: Perform (oratory) 5 ranks

COST: Feat or 2nd-level bard spell known

EFFECT: You deliver a grim and droning eulogy, directed at your foes. Once completed, you may deliver a somnolent afterword as a standard action, causing any one listener within 60 feet to fall asleep as though affected by a *deep slumber* spell unless it succeeds on a Will saving throw. This *deep slumber* effect may affect creatures of up to 10 Hit Dice, but once a total of 10 or more Hit Dice of creatures have been targeted by this masterpiece, this performance ends.

USE: 2 bardic performance rounds, plus 2 bardic performance rounds per afterword

ACTION: 2 full rounds, plus 1 standard action per afterword

THE INFERNAL ELEGY (ORATORY, SING)

This insidious spoken-word performance drains vigor from the dying.

PREREQUISITE: Perform (oratory) or Perform (sing) 7 ranks

COST: Feat or 3rd-level bard spell known

EFFECT: You deliver a stiff but solemn elegy for your defeated enemies, causing dying foes to give up the struggle and surrender unto death. Each round that you perform causes all dying enemies within 30 feet to succumb to a *bleed* effect (no save). Furthermore, any enemy who dies while you maintain this performance is condemned. Spellcasters attempting to bring such a creature back from the dead with a *raise dead* spell or with similar magic must succeed on a caster level check with a DC equal to your Perform (oratory) or Perform (sing) skill check. If a creature condemned to death by this performance is resurrected, it returns from the dead with 2d6 points of Constitution drain.

USE: 1 bardic performance round

ACTION: 1 move action

THE NINTH MARCH (PERCUSSION, WIND)

This legendary march is popular among magically-minded militaries.

PREREQUISITE: Perform (percussion) or Perform (wind) 5 ranks

COST: Feat or 2nd-level bard spell known

EFFECT: This fabled performance can inspire any number of listeners to new heights of perseverance and endurance. Once completed, this masterpiece grants each allied listener, including the performer, the benefits of the Endurance feat for 1 full hour. Characters who already possess the Endurance feat gain twice the listed bonuses from that feat for 1 hour instead.

USE: 10 bardic performance rounds, plus 1 round for each hour that the performance is maintained

ACTION: 1 minute, plus 1 free action per hour

THE SHADOWED STEP (DANCE)

This mysterious ballet step allows you to slip through the shadows.

PREREQUISITE: Perform (dance) 5 ranks

COST: Feat or 2nd-level bard spell known

EFFECT: You can attempt to enter the shadow of an adjacent creature with a graceful, sidelong dance step. The creature must cast a shadow and is entitled to a Will saving throw to negate this effect and end the performance. Your physical body is disorporated while you occupy a creature's shadow; you have no physical senses and you effectively cease to exist. Physical afflictions affecting you are suppressed during this time, and no magic or divination can detect you. You may choose to remain within a creature's shadow for as long as you continue to expend rounds of your bardic performance or until that creature no longer casts a shadow (by moving into an area of total darkness), whichever comes first. When you emerge, you may choose to rejoin existence in any space adjacent to the subject.

USE: 1 bardic performance round per round of disorporation

ACTION: 1 move action

THE SONG OF SORROWS (SING)

This dark and dire symphony can give birth to terrible evils.

PREREQUISITE: Perform (sing) 15 ranks

COST: Feat or 5th-level bard spell known

EFFECT: This seductive and ominous performance in praise of deathly powers and forgotten evils has a history nearly as long and as dark as the song itself. As you complete this performance, your heart is filled with both evil and sorrow. You gain the ability to expel this evil power as a standard action at any time within the next 30 minutes, but you gain the sickened condition until you do. Furthermore, as long as you carry this terrible power within your heart, you count as having an evil alignment for the purposes of determining the alignment-dependent effects of spells and abilities (such as *blasphemy* or *detect evil*) that target or include you.

Once expelled, this dreadful power gives birth to a terrible creature – an undead horror which seems to erupt from the performer's mouth with a singular shriek of perfect pitch. This effect duplicates a *create greater undead* spell. You must provide the material components and additional casting requirements, as usual.

USE: 10 bardic performance rounds

ACTION: 1 hour

TERQUIN'S WALTZ (DANCE)

This stylish dance helps you to stay one step ahead of your foes.

PREREQUISITE: Perform (dance) 3 ranks

COST: Feat or 1st-level bard spell known

EFFECT: This supremely agile three-step dance enables a performer to gracefully and stylishly evade harm. While this masterpiece is active, each failed attack against you causes you to gain a +1 dodge bonus to Armor Class for as long as you continue to perform or until a creature is successful in hitting you with a melee or ranged attack. You may not gain more than a +3 dodge bonus to Armor Class in this way.

USE: 3 bardic performance rounds

ACTION: 1 swift or immediate action

THE VICEROY'S VICTORY (ACT, COMEDY)

This famously funny defamation can goad your foes into a misstep.

PREREQUISITE: Perform (act) or Perform (comedy) 7 ranks

COST: Feat or 3rd-level bard spell known

EFFECT: This caustically satirical act serves to infuriate and undermine your opponents. When you complete this performance, each opponent who can hear it begins to experience a growing sense of doubt and frustration. Whenever an affected opponent fails an attack roll, that opponent is denied its Dexterity bonus to Armor Class until the start of its next turn. Once a creature has been so affected, that creature is immune to the effects of this performance for as long as it persists.

USE: 2 bardic performance rounds, plus 1 bardic performance round per round, once activated

ACTION: 2 full rounds, plus 1 standard action per round

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