Ooh, Shiny! Bardic Instrumagic



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What IS Bardic Instrumagic?

It is said that the music of a bard has a magic all its own. It has the power to Inspire those who hear it to new heights, to Fascinate with the myriad harmonies weaved therein, or simply to Suggest entirely new ways of thinking about the world in general. One of the clearest meand by which bards differentiate themselves from each other is their repertoire of songs. Some may choose to raise up hope and heroism, while another focuses on the depths of despair with his soulful dirges. The important thing to note here is that, despite the bard being thought of as the great generalist in an adventuring party, his selection of musical preference is one that tends to be mutually exclusive with respect to many other choices.

Bardic Instrumagic presents a second layer of musical specialization that sits upon the bard's choice in instrument, not in song selection, thus allowing a level of differentiation that is not mutually exclusive to other layers already in existence. Whether the bard plays a trumpet, lute, drum, or clarinet now matters because each taps into the primal sources of the magic of music, the human psyche and the natural world, in a different way, thus giving the bard access to different instrumagic.

Mechanics of Bardic Instrumagic

Bardic Instrumagic is focused within certain parts of an instrument and is treated as a consumable magic item. Drums contain it in the drumhead, stringed instruments in the strings, woodwinds in the mouthpiece, and brass in the mouthpiece. Given the special nature of Bardic Instrumagic, three fields have been added to the description of each Bardic Instrumagical item.

Duration – Bardic Instrumagical items with a duration have a total lifespan of so many rounds before becoming nonmagical husks of what they once were. Whenever an Bardic Instrumagical item is part of a musical instrument that is used for bardic music, the effect granted by the drumhead, mouthpiece, or strings begins immediately and the duration begins ticking down. This secondary granted effect, and its duration countdown, ceases when the bard himself ceases to play, thus allowing items with a duration to have this duration split between multiple uses of bardic music.

Charges – Bardic Instrumagical items may have a number of charges rather than a set duration. Unless otherwise noted in the entry, a charge is consumed when the bard begins to play bardic music, creating the corresponding Instrumagical effect, but will not recur until the bard ceases to play and begins to play anew.









DC – Whenever a bard wishes to play music with an instrument that is laced with Bardic Instrumagic, he must make a relevant Perform check of the listed DC in order to be granted the secondary effect. (In other words, Perform (peruvian pan flute) is not an acceptable Perform check for use with drum Bardic Instrumagic, but Perform(drums) is.) If the bard fails by less than 5, he does not produce any Instrumagical effect this song, but does not lose any duration or charges for having failed. If the bard fails by 5 or more, the Instrumagical item loses one round of duration or one charge and does not produce any Instrumagical effect this song.

The parts of an instrument imbued with Instrumagic are very integral to the functionality of an instrument. Should the bard choose to play an instrument without using its Instrumagic, the DC is increased by 5. In this case, if the bard fails by less than 5, the Instrumagic is used anyway. If the bard fails by 5 or more, the Instrumagical item loses one round of duration or one charge and does not produce any Instrumagical effect this song.

Instrumagical Crossovers

Any Bardic Instrumagical item can be crafted for any of the four instrument types listed in this supplement, but taking certain rhythms and feels out of their natural home tends to cost money. Simply double the price and add 5 to the DC of any Instrumagical item to be made into another instrument type. Note these can be rather difficult to find in stores and are prime candidates for DM price gouging.







Brass – When presented with brass instrumentation, those with the poetic mind of the bard are wont to conjure up images of the lone bugler sounding his horn amidst the utter devastation wrought by pitched battle. A single beacon of certainty and order in a vast panorama of chaos, brass bardic instrumagic focuses the combat prowess of the player's allies to a sharp point honed in equal measure by courage and camaraderie.

Brass bardic instrumagic is focused in the mouthpiece of the instrument. Removing a mouthpiece from or adding a mouthpiece to a brass instrument is a full-round action that provokes attacks of opportunity.

<u>Camaraderie</u>

Aura moderate enchantment and divination; **CL** 6th; **Slot** instrument; **Price** 1,000 gp; **Duration** 10 rounds; **DC** 20

DESCRIPTION

Whenever this brass mouthpiece is used to play Bardic music, all allies that can hear the bard sing gain an additional +1 to hit when flanking an enemy, gain a +1 morale bonus to AC if within reach of an ally, and grant an additional +1 to skill checks when using the Aid Other ability. These effects are maintained while the bard actively sings.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *heroism, status*; **Cost** 500 gp, 40 XP.

Excellence

Aura weak enchantment; **CL** 3rd; **Slot** instrument; **Price** 500 gp; **Duration** 10 rounds; **DC** 18

DESCRIPTION

Whenever this brass mouthpiece is used to play Inspire Courage, the singer adds +1 to all bonuses granted by the song.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, creator must be a bard; **Cost** 250 gp, 20 XP.

<u>Glory</u>

Aura weak necromancy; **CL** 3rd; **Slot** instrument; **Price** 200 gp; **Duration** 10 rounds; **DC** 15

DESCRIPTION

Whenever this brass mouthpiece is used to play Bardic music, all allies that can hear the bard sing gain one temporary hit point each round. All temporary hit points gained in this way are immediately removed when the bard stops singing.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *false life*; **Cost** 100 gp, 8 XP.











<u>Steadfastness</u> Aura weak abjuration; CL 1st; Slot instrument; Price 100 gp; Duration 10 rounds; DC 10

DESCRIPTION

Whenever this brass mouthpiece is used to play Bardic music, all allies that can hear the bard sing are affected by the *remove fear* spell. This effect is maintained while the bard actively sings.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *remove fear*; **Cost** 50 gp, 4 XP.

<u>True Grit</u>

Aura weak enchantment; CL 3rd; Slot instrument; Price 200 gp; Duration 5 rounds; DC 15

DESCRIPTION

Whenever this brass mouthpiece is used to play Bardic music, all allies that can hear the bard sing are treated as though they have the Diehard feat. Allies that actually have the Diehard feat do not take damage for making standard actions while under 0 hit points. This effect is maintained while the bard actively sings.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *false life, heroism*; **Cost** 100 gp, 8 XP.

Drums – The primal rhythm of the drum is one that reverberates throughout all races. Equal parts unleashed desire and base instinct, drum bardic instrumagic helps to shed the trappings of civilization from those affected by it, leaving pure instinct that forges its destiny by sinew and the bass thrum of instinct alone.

Drum bardic instrumagic is focused in the drumhead. Removing a drumhead from or securing a drumhead to a drum requires one minute of uninterrupted work and provokes an attack of opportunity every round.

<u>Bloodlust</u>

Aura weak enchantment; CL 3rd; Slot instrument; Price 500 gp; Duration 10 rounds; DC 18

DESCRIPTION

Whenever this drumhead is used to play Bardic music, all allies that can hear the bard sing gain a +1 morale bonus to damage. If an ally that can hear the bard is under half health, he gets a +2 morale bonus to damage instead. This effect is maintained while the bard actively sings.

CONSTRUCTION REQUIREMENTS Craft Wondrous Item, *rage*;

Cost 250 gp, 20 XP.













<u>Cacophony</u> Aura weak evocation; CL 4th; Slot instrument; Price 500 gp; Duration 10 rounds; DC 18

DESCRIPTION

Whenever the bard begins to play Bardic music using this drumhead or at the beginning of the bard's turn when he is actively playing Bardic music using this drumhead, all creatures within 10 feet of the bard take 1d4 points of sonic damage with a DC 12 Fortitude save for half.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *sound burst*; **Cost** 250 gp, 20 XP.

Intimidation

Aura weak necromancy; CL 1st; Slot instrument; Price 100 gp; Duration 10 rounds; DC 10

DESCRIPTION

Whenever this drumhead is used to play Bardic music, all allies that can hear the bard sing gain a +2 morale bonus to Intimidate checks. This effect is maintained while the bard actively sings.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *cause fear*; **Cost** 50 gp, 4 XP.

Invulnerability

Aura weak transmutation; CL 5th; Slot instrument; Price 500 gp; Duration 10 rounds; DC 18

DESCRIPTION

Whenever this drumhead is used to play Bardic music, all allies that can hear the bard sing gain DR 1/-.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *barkskin*; **Cost** 250 gp, 20 XP.

Tremors

Aura moderate evocation; CL 6th; Slot instrument; Price 1000 gp; Duration 5 charges; DC 20

DESCRIPTION

Whenever the bard begins to play Bardic music using this drumhead, a tremendous wave of sound fires itself into the ground, causing a localized tremor. All creatures in a 20 ft. radius fall prone with a DC 17 Strength check to negate.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *sound burst*; **Cost** 500 gp, 40 XP.













Strings – Light and airy with just a touch of an underlying capricious nature, stringed instruments tap into the flightier and more transient aspects of the natural world. Bardic instrumagic of this sort lends its performer the power to misdirect and confound, as well as the ability to strike with the power of the storm itself, the most transient natural aspect of all.

String bardic instrumagic is focused in the strings of the instrument. Removing strings from or securing strings to a stringed instrument requires one minute of uninterrupted work and provokes an attack of opportunity every round.

<u>Gale</u>

Aura weak evocation; CL 5th; Slot instrument; Price 1000 gp; Charges 5 ; DC 20

DESCRIPTION

Whenever the bard is charged in melee while actively playing Bardic music using these strings, the charging creature is hit with a powerful gust of wind, knocking him prone unless he makes a DC 17 Strength check. Medium and smaller creatures that make this Strength check still have their base speed reduced by 10 ft. This ability can only occur once per round and always targets the first individual to charge the bard.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *gust of wind*; **Cost** 500 gp, 40 XP.

Misdirection

Aura weak transmutation; **CL** 3rd; **Slot** instrument; **Price** 200 gp; **Duration** 10 rounds; **DC** 12

DESCRIPTION

Whenever these strings are used to play Inspire Competence, those affected by the primary song gain an additional +2 morale bonus to their Bluff, Diplomacy, and Sense motive skill checks. This effect is maintained while the bard actively sings.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *eagle's splendor*, *owl's wisdom*; **Cost** 100 gp, 8 XP.

Nebulousness

Aura weak conjuration and illusion; **CL** 4th; **Slot** instrument; **Price** 500 gp; **Duration** 5 rounds; **DC** 18

DESCRIPTION

Whenever these strings are used to play Bardic music, all allies that can hear the bard sing are wreathed in the stuff of clouds, gaining 10% concealment. This effect is maintained while the bard actively sings.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *blur, obscuring mist*; **Cost** 250 gp, 20 XP.















<u>Storms</u> Aura weak evocation; CL 5th; Slot instrument; Price 500 gp; Duration 10 rounds; DC 18

DESCRIPTION

Whenever these strings are used to play Bardic music, all allies that can hear the bard sing deal an additional point of electric damage with their weapons. This effect is maintained while the bard actively sings.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *shocking grasp*; **Cost** 250 gp, 20 XP.

<u>Swiftness</u>

Aura weak transmutation; **CL** 1st; **Slot** instrument; **Price** 100 gp; **Duration** 10 rounds; **DC** 10

DESCRIPTION

Whenever these strings are used to play Bardic music, all allies that can hear the bard sing gain 5 ft. to their base speed and an additional 5 ft. to their base speed if wearing light or no armor.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *expeditious retreat*; **Cost** 50 gp, 4 XP. **Woodwinds** – Woody and mellow, the woodwind represents the eternal face of the natural world. From the predictable riot of green that heralds spring to the quiet, glacier-fed creek that has carved its small path for centuries, this aspect of the natural world is exemplified in bardic instrumagic that imbues those who hear it with a measure of the eternal's ability to endure the passing of eons.

Woodwind bardic instrumagic is focused in the mouthpiece of the instrument. Removing a mouthpiece from or adding a mouthpiece to a woodwind is a full-round action that provokes attacks of opportunity.

Endurance

Aura weak universal; CL 1st; Slot instrument; Price 100 gp; Duration 10 rounds; DC 10

DESCRIPTION

Whenever these strings are used to play Bardic music, all allies that can hear the bard sing gain a +1 morale bonus to Concentration and Heal skill checks.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *prestidigitation*; **Cost** 50 gp, 4 XP.















<u>Persistence</u> Aura weak abjuration; CL 5th; Slot instrument; Price 500 gp; Duration 10 rounds; DC 18

DESCRIPTION

Whenever this woodwind mouthpiece is used to play Bardic music, all allies that can hear the bard sing gain a +1 morale bonus all saving throws and a +1 resistance bonus to all saving throws. This effect is maintained while the bard actively sings.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *resistance*; **Cost** 250 gp, 20 XP.

Refreshment

Aura moderate enchantment; CL 7th; Slot instrument; Price 1000 gp; Charges 3; DC 20

DESCRIPTION

Whenever the bard begins to play Bardic music using this woodwind mouthpiece, all allies that can hear the bard sing may elect to return a 1st level spell to memory. Those who elect not to rememorize and those who cannot cast spells instead recover hit points equal to the bard's level (max 10).

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *deep slumber*; **Cost** 500 gp, 40 XP.

<u>Reprieve</u>

Aura weak conjuration; CL 3rd; Slot instrument; Price 200 gp; <u>Duration</u> 10 rounds; DC 15

DESCRIPTION

Whenever this woodwind mouthpiece is used to play Bardic music, all allies that can hear the bard sing are not affected by fatigue and are merely fatigued if exhausted. This effect is maintained while the bard actively sings.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *restoration, lesser*; **Cost** 100 gp, 8 XP.

Restoration

Aura moderate conjuration; **CL** 7th; **Slot** instrument; **Price** 500 gp; **Duration** 15 rounds; **DC** 18

DESCRIPTION

Whenever this woodwind mouthpiece is used to play Bardic music, all allies that can hear the bard sing have fast healing 1. This effect is maintained while the bard actively sings.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *cure serious wounds*; **Cost** 250 gp, 20 XP.















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