



# LEGENDARY BARDS

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

BY HAL KENNETTE AND N. JOLLY





# LEGENDARY BARDS





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The following superscript notations are used to denote references to official *Pathfinder Roleplaying Game* rulebooks:

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*  
AG = *Pathfinder Roleplaying Game Adventurer's Guide*  
APG = *Pathfinder Roleplaying Game Advanced Player's Guide*  
CoL = *Pathfinder Player Companion Chronicle of Legends*  
LGW = *Legendary Races Wyrmtouched* from *Legendary Games*  
LR = *Legendary Rogues* from *Legendary Games*

MA = *Pathfinder Roleplaying Game Mythic Adventures*  
SoM = *Spheres of Might* from Drop Dead Studios  
UC = *Pathfinder Roleplaying Game Ultimate Combat*  
UE = *Pathfinder Roleplaying Game Ultimate Equipment*  
UI = *Pathfinder Roleplaying Game Ultimate Intrigue*  
UM = *Pathfinder Roleplaying Game Ultimate Combat*  
USoP = *Ultimate Spheres of Power* from Drop Dead Studios  
UW = *Pathfinder Roleplaying Game Ultimate Wilderness*





## WELCOME TO LEGENDARY HEROES

This product is a part of our line of player-focused class supplements for Paizo's Pathfinder Roleplaying Game. When you see the word *Legendary* in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at *Legendary Games* is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

## SPECIAL ELECTRONIC FEATURES

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We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as *d20PFSRD*. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

## ABOUT LEGENDARY GAMES

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*Legendary Games* is an all star team of authors and designers, founded by Clark Peterson of *Necromancer Games, Inc.* *Legendary Games* uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and *Make Your Game Legendary!*

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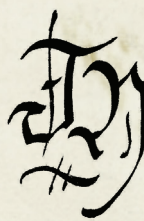


## WHAT YOU WILL FIND INSIDE LEGENDARY BARDS

*Legendary Bards* is the latest volume in our new series of player-focused supplements, this time focusing on the performing dilettante: the bard. The bard blends magic, martial prowess, and a mastery of skills to allow the character to support their party in a variety of ways both in and out of combat. **Legendary Bard** is designed to further build on this concept, rebalancing the class to select the performances they wish to take and specialize their character to fulfill any niche their party may need.

Using their **Bardic Performances** the legendary bard can select a wide variety of different abilities they can use to bolster their allies or bring despair to their foes, while their new **Bardic Schools** allow them to further customize themselves to better fit a variety of concepts and niches. In addition, a collection of new archetypes allow the legendary bard to further customize their strategies and techniques, such as the **Scholar of Legends** focusing primarily on spells or the **Warrior Poet** removing their ability to cast completely in exchange for greater martial prowess.

Legendary Games was founded on the principle of delivering first-class products for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!







## INTRODUCTION

*"If it's skill you need, I have skill to spare. Magic or martial prowess? I have both. Whatever the job requires, I'm your man."*

– Antoine Demare, renowned mercenary of the Interred Sea

Legendary bards are far from the stereotypical musicians of days of old. Able to fulfil numerous roles and positions, legendary bards blend a mastery of performance, spells, and combat to form a unique set of abilities and skills to make for a potent and unique hero or villain.

## LEGENDARY BARD

*"That woman ain't no ordinary minstrel... She's a bard. Best not go offending her, lest the story of her putting you on your ass be made into a ballad and spread across all the kingdoms."*

– Verrick, master of the Golden Note music hall

Some warriors spend their lives honing their martial prowess, some mages spend their lives devoting themselves to their arts. Bards are neither. Through their travels and adventures the legendary bard has picked up a wide variety of skills and abilities that allow them to adapt to overcome nearly any challenge and to seamlessly fit themselves into any group of would-be adventurers.

**Role:** A legendary bard is a jack-of-all-trades, able to mold their abilities to fit nearly any role in a party. Whether it be at the front lines of combat, enhancing their allies with performances from the rear, decimating their foes with potent spells and magical performances, or using their wits to solve their problems, the legendary bard can shape themselves to fit the needed role in their own unique ways.

**Alignment:** Any.

**Hit Die:** d8

**Starting Wealth:** 3d6 x 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

**Class Skills:** The legendary bard's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

**Skill Ranks Per Level:** 6 + Int modifier.

**Weapon and Armor Proficiency:** A legendary bard is proficient with all simple weapons, plus the longsword, rapier, sap, shortsword, shortbow, and whip. Bards are also proficient with light armor and shields (except tower shields). A legendary bard can cast bard spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a bard wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass legendary bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.





**TABLE 1-1: LEGENDARY BARD**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Bardic spellcasting, bardic performance, inspirations, inspire competence, inspire courage, well-versed
2nd	+1	+0	+3	+3	Bardic performance, bardic fame, bardic knowledge
3rd	+2	+1	+3	+3	Bardic school
4th	+3	+1	+4	+4	Bardic performance
5th	+3	+1	+4	+4	Inspire heroics, lore master 1/day, jack of all trades
6th	+4	+2	+5	+5	Bardic performance
7th	+5	+2	+5	+5	Bardic school, quickened performance (move action)
8th	+6/+1	+2	+6	+6	Bardic performance, bardic fame
9th	+6/+1	+3	+6	+6	Inspire spellcraft
10th	+7/+2	+3	+7	+7	Bardic performance, jack of all trades,
11th	+8/+3	+3	+7	+7	Bardic school, lore master 2/day
12th	+9/+4	+4	+8	+8	Bardic performance
13th	+9/+4	+4	+8	+8	Inspire hardiness, quickened performance (swift action)
14th	+10/+5	+4	+9	+9	Bardic performance, bardic fame
15th	+11/+6/+1	+5	+9	+9	Bardic school, Jack of all trades
16th	+12/+7/+2	+5	+10	+10	Bardic performance
17th	+12/+7/+2	+5	+10	+10	Inspire greatness, lore master 3/day
18th	+13/+8/+3	+6	+11	+11	Bardic performance
19th	+14/+9/+4	+6	+11	+11	Bardic school
20th	+15/+10/+5	+6	+12	+12	Bardic performance, bardic fame, jack of all trades

## CLASS FEATURES

**Bardic Spellcasting:** A legendary bard casts spells drawn from the [bard spell list](#). A legendary bard must prepare their spells ahead of time, but those spells are not expended when they're cast. Instead, they can cast any spell they have prepared, consuming a spell slot of the appropriate level, assuming they haven't yet used up their spell slots per day for that level. The number of spell slots of each level available to the bard is indicated on Table 1-2: Bardic Spellcasting. A legendary bard uses their [Charisma](#) when determining their bonus spell slots from high ability scores.

To learn, prepare, or cast a spell, the legendary bard must have a [Charisma](#) score equal to at least 10 + the spell's level. The saving throw DC against a bard's spell is 10 + the spells level + their [Charisma](#) modifier. Every bard spell has a verbal component (singing, reciting, or music).

The legendary bard learns their spells as songs, performances, and tales that they can recall and prepare at the beginning of each day. At 1st level, the legendary

bard knows all 0-level bard spells plus two 1st-level spells of their choice. The legendary bard also knows a number of additional 1st-level bard spells equal to their [Charisma](#) modifier. At each new legendary bard level, they learn two new spells of any spell level or levels that they can cast (based on their new bard level).

A legendary bard can learn new spells similar to casters who use a spellbook to record their spells. However, instead of using a spellbook the bard stores their accumulated knowledge of spells in their mind. A legendary bard can learn their spells by having the knowledge of the spell dictated to them by another bard who knows the spell they wish to learn or by adapting spells they find in a spellbook or on a spell scroll. Learning a spell requires special components, normally special incenses, and otherwise follows the same rules as a [wizard adding spells to their spellbook](#), save that the legendary bard can learn an unlimited number of spells. The legendary bard can only learn spells on the [bard spell list](#).



**TABLE 1-2: BARDIC SPELLCASTING**

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

A legendary bard can only prepare a limited number of their known spells each day. At 1st level, they can prepare four 0-level spells and two 1st-level spells each day. At each new legendary bard level, the number of spells they can prepare increases as indicated on **Table 1-2: Bardic Spellcasting**. Unlike the number of spells they can cast each day, the number of spells the legendary bard can prepare each day is not affected by their Charisma score.

A legendary bard must choose and prepare their spells ahead of time by getting 8 hours of sleep and spending 1 hour preparing, studying and reciting their spells. While studying, the legendary bard decides what spells to prepare and refreshes their available spell slots for the day.

A legendary bard can choose to apply any metamagic feats they know to a prepared spell as they cast it, increasing its spell level and expending a higher level spell slot.

Unlike a normal bard, a legendary bard cannot learn Bardic Masterpieces<sup>UM</sup> in place of spells known.

**Cantrips:** Legendary bard's learn and prepare a number of cantrips, or 0-level spells, as noted on **Table**

**1-2: Bardic Spellcasting.** These spells are cast like any other spell, but they do not consume any slots and may be used an unlimited number of times each day.

**Bardic Performance (Su):** At 1st level, legendary bard learns to use the Perform skill to create magical effects on those around them. These abilities are used by spending rounds of bardic performance. The legendary bard has a number of bardic performance rounds each day equal to 4 + their Charisma modifier. At each level after 1st, the legendary bard gains 2 additional rounds of bardic performance each day.

Starting a bardic performance is usually a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.





Some performances have different action costs, or require a certain number of rounds of performance to use their effects, as denoted in their descriptions.

At 1st level, 2nd level, and every two levels thereafter, the legendary bard learns a single bardic performance. The bardic performances a legendary bard can choose from can be found [here](#).

**Components:** Each bardic performance relies on audible components, visual components or both in order to produce their effects. Some performances have additional components, such as having descriptors that can affect how they function. An example would be a performance that has the Mind-Affecting descriptor, noting that creatures who are immune to mind-affecting effects are immune to the performance.

A legendary bard can use any Perform skill for any of their performances, however there are some cases where their choice of skill will change the performance's components: If a performance says it relies on either audible or visual components, the components depend on the Perform skill used for the performance. Perform (dance) produces visual components, Perform (keyboard, oratory, percussion, string, wind, sing) produces audible components, and Perform (act, comedy) produces both audible and visual components.

If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and many such performances are language dependent (as noted in the description). A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If they fail this check, the attempt still counts against their daily limit. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If they fail this check, the attempt still counts against their daily limit. Blind creatures are immune to bardic performances with visual components.

The bardic performances a legendary bard can choose from can be found [here](#).

**Inspirations (Su):** At 1st level, the legendary bard learns to inspire their allies through their actions and their words. Starting an inspiration requires a standard action and lasts until the legendary bard chooses to end their inspiration (a free action) or if the legendary bard loses the ability to take any actions (such as if they are dazed, nauseated,

unconscious, paralyzed or stunned). A legendary bard can only use a single inspiration at a time, attempting to start a second inspiration ends the first. Each of the legendary bard's inspirations are mind-affecting effects.

A creature must either be able to either hear or see the legendary bard to benefit from their inspirations, and cannot benefit from the same inspiration more than once. A legendary bard always gains the benefits of their own inspirations, even if they can't hear or see themselves or if they would normally be immune to mind-affecting effects.

If the legendary bard gains an ability, item, or feat that would increase the effects of one of their performances that share a name with one of their inspirations, it affects those inspirations as well.

As the legendary bard increases in level they gain inspirations from the list below:

**Inspire Courage:** At 1st level, the legendary bard can inspire courage within their allies, granting them a +1 morale bonus on saving throws against charm and fear effects, and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every four legendary bard levels thereafter, this bonus increases by +1 to a maximum of +5 at 17th level.







**Inspire Competence:** At 1st level, the legendary bard can inspire competence within their allies, allowing them to perform skills with greater ease. When the legendary bard begins this inspiration, they choose one skill. This inspiration grants the legendary bard's allies a +2 competence bonus to the chosen skill. At 5th level, and every four legendary bard levels thereafter, the bard can choose an additional skill and the bonus provided increases by +1, to a maximum of 5 chosen skills and a +6 bonus at 17th level.

**Inspire Heroics:** At 5th level, the legendary bard inspires heroics within their allies, granting them a +2 morale bonus on all saving throws, and a +2 dodge bonus to AC. At 9th level, and every four legendary bard levels thereafter, the bonus to saving throws and dodge AC increases by +1, to a maximum of +5 at 17th level.

**Inspire Spellcraft:** At 9th level, the legendary bard can inspire the spellcraft of their allies, granting them a +2 morale bonus to the caster level of spells they cast. At 13th level and 17th level, the bonus to caster level increases by +1, to a maximum of +4 at 17th level.

**Inspire Hardiness:** At 13th level, the legendary bard can inspire hardiness within their allies, granting them DR 10/-, and resist 10 to all forms of energy damage. This damage reduction and energy resistance stacks with all other sources of damage reduction and energy resistance.

**Inspire Greatness:** At 17th level, the legendary bard can inspire greatness within their allies, granting them a number of temporary hit points equal to 11 + twice their Constitution modifier, a +2 competence bonus on attack rolls, a +1 competence bonus on all saving throws, and a +2 increase to the caster level of any spells they cast. At the beginning of each turn, a creature under the effects of this inspiration regains the temporary hit points granted by this inspiration. If they lose the effects of this inspiration, these temporary hit points are immediately lost.

**Bardic Fame (Ex):** At 2nd level, the legendary bard becomes famous within a region, and within that region the locals are more likely to recognize them and their fame, granting the bard a bonus on Diplomacy and Intimidate checks in that area and to influence people from that area.

At 2nd level, this region is a settlement, group of settlements, or subsection of a larger settlement of 1,000 or fewer people, and the bonus on Diplomacy and Intimidate checks is +2. As the legendary bard grows even more famous, additional areas learn of them and their bonus applies to even more people.

At 8th level, the region is a settlement or settlements with a total population of 5,000 or fewer people, and the modifier on Diplomacy and Intimidate checks is +3. At 14th level, the region is a settlement or settlements with a total population of up to 100,000 people, and the modifier to Diplomacy and Intimidate is +4. At 20th level and above, the bard's fame has spread far, and most civilized folk know of him (GM's discretion); the bard's modifier on Diplomacy and Intimidate checks is +5.

**Bardic Knowledge (Ex):** A legendary bard gains a bonus equal to half their class level on all Knowledge skill checks.

**Well-Versed (Ex):** At 2nd level, the legendary bard becomes resistant to the bardic performance of others, and to sonic effects in general. The legendary bard gains a +4 bonus on saving throws made against bardic performance, sonic, and language-dependent effects.

**Bardic School:** At 3rd level, the legendary bard begins their training in one of a variety of bardic schools. These bardic schools can represent actual locations of bardic training, or simply the bard's personal improvement of one of their lines of bardic training. The legendary bard chooses a single school and gains its first set of benefits.

At 7th level, and every four levels thereafter, the legendary bard can choose to improve one of their schools by (gaining additional benefits), or can choose to gain the benefits of a new bardic school.

The bardic schools a legendary bard can choose from can be found [here](#).

**Lore Master (Ex):** At 5th level, the legendary bard becomes a master of lore and can take 10 on any Knowledge skill check that they have ranks in. In addition, once per day, the legendary bard can take 20 on any Knowledge skill check as a standard action. They can use this ability twice per day at 11th level, and three times per day at 17th level.

**Jack of All Trades (Ex):** A legendary bard picks up the talent required to perform nearly any skill throughout their adventures, allowing them to dabble freely among any trade and blend in within any group.

At 5th level, the legendary bard can use any skill, even if the skill normally requires them to be trained in the skill to use it. When making an untrained skill check with a class skill, the legendary bard adds a +3 bonus to their roll as if they had ranks in the skill they were making the check with.

At 10th level, the legendary bard considers all skills to be class skills. When the legendary bard uses a skill,





they may use the higher of their ranks in that skill or half their legendary bard level (rounded down) as their effective number of skill ranks in the used skill.

At 15th level, the legendary bard can take 10 on any skill check, even if it is not normally allowed with that skill (this follows the other rules for taking 10 on a skill check as normal).

At 20th level, when the legendary bard uses a skill, they may use the higher of their ranks in that skill or their legendary bard level as their effective number of skill ranks in the used skill.

**Quickened Performance (Ex):** At 7th level, the legendary bard learns to begin their performances and inspirations more quickly. They can choose to start an inspiration or a performance that requires a standard action to start as a move action. At 13th level, they may instead start them using a move or a swift action instead.

## BARDIC PERFORMANCES

*"This isn't just music you fool, my performances hold power. I can sway the minds of kings, call upon the power of the storms, or leave you struck dumb. Do you really want to find out?"*

– Kaiden Lorren, master of the bardic arts

### ALLECRATIC ALLEGRO

**Prerequisite(s)** Legendary bard level 6

**Components:** Audible or visual

The legendary bard can use this performance to infuse their body with alacrity, allowing them to move and attack more quickly. The bard gains a +1 bonus on attack rolls, a +1 dodge bonus to AC and on Reflex saves, and a +10 enhancement bonus to their land speed. At 9th level, and every three bard levels thereafter, their enhancement bonus to their land speed increases by +5, to a maximum of +30 at 18th level. Additionally, when making a full attack the bard may make an extra attack with any weapon, as though under the effects of the haste spell. bonuses do not stack with the haste spell, nor with any other effect that grants extra attacks.

### ARIA OF ANIMAL EMPATHY

**Components:** Audible or visual

The legendary bard can use this performance to influence the attitude of animals. This performance functions as the druid's wild empathy ability, except the bard expends 1 round of bardic performance and makes a Perform check in place of the normal check made using the skill. If the legendary bard already has

wild empathy from another class, they add their class levels that provide wild empathy to the results of the Perform check to influence an animal.

### BALLAD OF THE BREEZE

**Prerequisite(s)** Legendary bard level 7

**Components:** Audible or visual, Air

The legendary bard can utilize this performance to manipulate and control the air around them into bursts of powerful wind. This performance functions as the control winds spell with a caster level equal to their bard level. This performance costs 1 round of bardic performance for each minute it is performed (spent at the beginning of each minute).







## BARDIC MASTERPIECE

The legendary bard learns a Bardic Masterpiece<sup>UM</sup> they meet the prerequisites for. The legendary bard uses their legendary bard level as their effective bard level for the Bardic Masterpiece<sup>UM</sup> gained using this ability. This bardic performance can be selected multiple times, granting a new Bardic Masterpiece<sup>UM</sup> each time it is selected.

## CHARMING PERFORMANCE

**Prerequisite(s)** Legendary bard level 4

**Components:** Audible and visual, mind-affecting, enchantment (charm)

The legendary bard learns a performance that charms the minds of a single creature. The target of this performance must be within 90 feet, able to see and hear the bard, share a language with the bard, and be capable of paying attention to them. The bard must be able to see the target.

The targeted creature receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If the creature is being threatened or attacked by the bard or their allies, the creature receives a +5 bonus to their saving throw. If a creature's saving throw succeeds, the legendary bard cannot attempt a charming performance against that creature again for 24 hours. If its saving throw fails, the creature becomes charmed by the bard, as *charm person*, for as long as the bard continues the performance. This performance costs 1 round of bardic performance for each minute it is performed (spent at the beginning of each minute).

## CHARMING PERFORMANCE, MASS

**Prerequisite(s)** Legendary bard level 12, Charming Performance bardic performance

When the legendary bard uses their charming performance, they can choose to target additional creatures by spending an additional two rounds of bardic performance for each minute they maintain the effect. If they do so, they can target an additional target per two legendary bard levels they possess.

## DAMPENING PERFORMANCE

**Components:** Audible or visual (see below)

The legendary bard learns a performance that dampens the effects of abilities that depend on sight or sound. Each round of the dampening performance, the legendary bard makes a Perform skill check. The legendary bard can choose to use a different Perform skill each round they maintain the performance.

If the bard makes a Perform (keyboard, percussion, wind, string, or sing) skill check, any creature within 30

feet of the bard (including the bard themselves) that is affected by a sonic or language-dependent effect may use the bard'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 dampening performance is already under the effect of a non-instantaneous sonic or language-dependent effect, it gains another saving throw against the effect each round it hears the dampening performance, but it must use the bard's Perform skill check result for the save. Using dampening performance in this way relies on audible components.

If the bard makes a Perform (act, comedy, dance, or oratory) skill check, any creature within 30 feet of the bard (including the bard themselves) that is affected by an illusion (pattern) or illusion (figment) magical effect may use the bard'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 dampening performance is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical effect, it gains another saving throw against the effect each round it sees the dampening performance, but it must use the bard's Perform check result for the save. Using dampening performance in this way relies on visual components.

Dampening performance does not work on effects that don't allow saves.

## DEADLY PERFORMANCE

**Prerequisite(s)** Legendary bard level 20

**Components:** Audible and visual, death, mind-affecting







The legendary bard can use their performance to cause one creature to die from joy or sorrow. To be affected, the target must be able to see and hear the bard perform for 1 full round and be within 30 feet. The target receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the target is staggered for 1d4 rounds, and the bard cannot use deadly performance on that creature again for 24 hours. If a creature's saving throw fails, it dies.

### DECEPTIVE TALE

**Components:** Audible, language-dependent

The legendary bard learns a performance that allows them to weave magic into their lies and imbue the most fantastic claims with the appearance of truth. While the bard maintains this performance, they take half the normal penalty on Bluff checks for unlikely lies (rounding down to -2). At 6th level, this effect also applies to Bluff checks for far-fetched lies, and at 12th level, it applies to Bluff checks for impossible lies.

### DIRGE OF DOOM

**Components:** Audible and visual, fear, mind-affecting

The legendary bard can use their performance to foster a sense of growing dread within their enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear the bard's performance. The effect persists for as long as the enemy is within 30 feet and the bard continues the performance. The performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect.

### DIRGE OF THE DEAD

**Components:** Audible and visual

With this performance the legendary bard can animate the flesh and bones of the dead to perform under their command. When the bard begins this performance they produce an effect similar to the animate dead spell, save that after the bard stops performing the undead created by this performance collapse into lifeless corpses once again. The bard uses their class level as their effective caster level for this ability, and can control 4 HD worth of undead per class level using it.

If the legendary bard maintains their performance for 10 consecutive rounds, spending 10 total rounds of bardic performance, these undead persist for 1 hour per class level after the performance ends. After this duration the created undead collapse into lifeless corpses.

### DISCORDANT ORCHESTRA

**Prerequisite(s)** Legendary bard level 6

**Components:** Audible and visual, sonic

The legendary bard can use this performance to cause damaging vibrations within the foes who perceive it. The bard chooses a single creature they can see within 30 feet of them each round. That target must make a Fortitude saving throw or take 4d6 points of sonic damage plus the legendary bard's level. A successful save halves this damage. This performance cannot be affected by effects that allow the bard to continue a performance after they stop maintaining it, such as the Lingering Performance<sup>APG</sup> feat.

At 8th level, and every four levels thereafter, the legendary bard can create an additional damaging vibration each round they perform the discordant orchestra. Each vibration after the first costs an additional round of bardic performance, and can be targeted at the same or different creatures within 30 feet. The number of vibrations the bard wishes to create and their targets are determined at the same time. If a single creature is targeted by multiple vibrations, the creature only makes a single saving throw and each vibration targeting that creature after the first adds an additional 4d6 sonic damage, halved on a successful saving throw.

### DIVINATORY PERFORMANCE

**Prerequisite(s)** Legendary bard level 8

**Components:** Audible and visual

The legendary bard can use this performance to glimpse brief visions and flashes of knowledge into the events of the future. Activating this performance requires 10 minutes of continuous performance and spending 6 rounds of bardic performance, after-which the bard and their allies within 30 feet receive information to a question the bard asks as per the divination spell.

### ENHANCING CLARION

**Prerequisite(s)** Legendary bard level 4

**Components:** Audible or visual

The legendary bard can use this performance to enhance their allies' weapons with magical effects. The bard chooses one weapon, one natural weapon, one end of a double weapon, or 50 items of ammunition of the same type within 30 feet and grants it a +1 enhancement bonus for as long as they maintain the performance. This enhancement bonus increases by +1 at legendary bard level 8, and every four levels thereafter





(to a maximum of +5 at 20th level). These bonuses stack with existing bonuses and may be used to increase the item's [enhancement bonus](#) up to +5 or to add any of the following weapon properties: [defending](#)<sup>UE</sup>, [distance](#)<sup>UE</sup>, [ghost touch](#)<sup>UE</sup>, [keen](#)<sup>UE</sup>, [mighty cleaving](#)<sup>UE</sup>, [returning](#)<sup>UE</sup>, [shock](#)<sup>UE</sup>, [shocking burst](#)<sup>UE</sup>, [seeking](#)<sup>UE</sup>, [speed](#)<sup>UE</sup>, or [wounding](#)<sup>UE</sup>. If the weapon is not magical, at least a +1 [enhancement bonus](#) must be added before adding special abilities.

### ENHANCING CLARION, MASS

**Prerequisite(s)** Enhancing Clarion bardic performance

The legendary bard can use their enhancing clarion performance to enhance as many weapons as they desire



within 30 feet. The bonus provided by this performance is reduced by 1 if two weapons are affected, by 2 if three weapons are affected, by 3 if four weapons are affected, or by 4 if five or more weapons are affected (minimum +0). The abilities granted to each weapon must be identical. If this would reduce the bonus provided by this performance to +0, those weapons are still treated as magical for the purposes of overcoming damage reduction, but provide no bonuses to attack or damage rolls.

### FASCINATE

**Components:** Audible and visual, [enchantment \(compulsion\)](#), [mind-affecting](#)

The legendary bard can use their performance to cause one or more creatures to become [fascinated](#) with them. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and be capable of paying attention to them. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this performance from working. The legendary bard can target one creature with this ability at 1st level, and can target an additional creature at 2nd level, and every 2 levels thereafter.

Each targeted creature within range receives a [Will](#) save (DC 10 + 1/2 the bard's level + the bard's [Cha](#) modifier) to negate the effect. If a creature's saving throw succeeds, the legendary bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While [fascinated](#), a target takes a -4 penalty on skill checks made as reactions, such as [Perception](#) checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

### FORTISSIMO OF FLAMES

**Components:** Audible or visual, fire

The legendary bard can use this performance to cause their allies' weapons to burn with magical flames. To be affected, each ally must be able to hear or see the bard perform and be within 30 feet. An affected creature's successful attacks with manufactures or natural weapons deal an additional 1d4 points of fire damage. At 5th level, and every six bard levels thereafter, this bonus fire damage increases by 1d4 (to a maximum of 4d4 at 17th level). These flames do not harm the affected weapons, or their wielders.





### FRIGHTENING TUNE

**Prerequisite(s)** Legendary bard level 10

**Components:** Audible, fear, mind-affecting

The legendary bard can use this performance to strike fear into their enemies. To be affected, an enemy must be able to hear the bard perform and be within 30 feet. Each enemy within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear the bard's performance.

### FUNEREA BALLAD

**Prerequisite(s)** Legendary bard level 20

**Components:** Audible and visual

The legendary bard has learned a performance that can return life to even long-dead creatures, as the resurrection spell using the bard's level as their caster level and requiring no material components. Performing the funereal ballad requires 20 rounds of continuous performance and requires the deceased's body to be within 10 feet of the bard for the entire performance.

### GLIMPSE THE FUTURE

**Prerequisite(s)** Legendary bard level 20

**Components:** Audible and visual

The legendary bard can use this performance to grant awe-inspiring glimpses of the future to themselves and their allies. All allies who can see and hear the performance gain the effects of the foresight spells for the duration of the performance.

### GLORIOUS EPIC

**Prerequisite(s)** Legendary bard level 8

**Components:** Audible, language-dependent, mind-affecting

The legendary bard can use this performance to captivate their foes and engross those who hear them. Enemies within 30 feet of the bard become flat-footed unless they succeed at a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier). A save renders them immune to this ability for 24 hours.

### INCITE EMOTIONS

**Components:** Audible and visual, enchantment (charm), mind-affecting

The legendary bard learns a performance that incites resentment in the minds of those who perceive it. All creatures of the bard's choice within 90 feet who can see and hear the bard, share a language with the bard, and are capable of hearing the bard have their attitude towards

any creatures of the bard's choice decreased by 1 step (to a minimum of Hostile) for as long as the bard maintains this performance. The bard must be able to see the creatures they wish to affect with this performance. When this performance ends the creatures realize the effects the performance had on them, though any adjustments to their attitude while the performance was in effect (such as through the Diplomacy skill) stay in effect.

### INCITE VIOLENCE

**Components:** Audible, enchantment (compulsion), Language-Dependant, mind-affecting

**Prerequisite(s)** Legendary bard 6, Fascinate bardic performance

The legendary bard has learned to invite those they have fascinated into a violent riot. Using this ability does not disrupt the fascinate performance, but it does require a standard action and one round of bardic performance to activate (in addition to the free action and round of bardic performance required to continue the fascinate performance). This standard action is not reduced by the quickened performance ability. The legendary bard selects a number of targets equal to his level, who must make a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) or be affected by effects identical to the rage spell for a number of minutes equal to the legendary bard's level. The bard indicates who is the intended target of violence (either after using this ability or as part of the performance leading to it) and the enraged members of the crowd immediately attack the target if possible. The target does not need to be present ("kill the king" is a suitable choice) and can be an object instead of a person ("destroy the prison!" is likewise appropriate). Other members of the crowd may follow suit, though they do not gain the benefits of rage. If two or more bards are attempting to direct the crowd against different targets, they must make opposed Charisma checks, with the crowd following the directions of the winner.

### LAMENTATIONS OF LIGHTNING

**Components:** Audible or visual, electricity

This performance allows the legendary bard to call down lightning upon their foes, as the call lightning spell with a caster level equal to their bard level. Beginning this performance requires a standard action that cannot be reduced by the quickened performance ability, and they may summon one bolt each round as a standard action while they maintain the performance. The bard must be able to see where they wish to target the called bolts. The lightning bolts called by this performance deal an additional 1d6 damage at 4th level, and every two levels thereafter (to a maximum of 12d6 at 20th level).





### LIFEGIVING LAMENT

**Prerequisite(s)** Legendary bard level 10

**Components:** Audible and visual

The legendary bard can use this performance to give life to the recently deceased, as the *breath of life*<sup>MA</sup> spell using the bard's level as their caster level. Unlike the normal restrictions on the spell, the deceased needs to have died within only 1 minute per bard level to be affected by this performance. Performing the lifegiving lament requires 10 rounds of continuous performance and requires the deceased's body to be within 10 feet of the bard for the entire performance.

### MULTIPLICITY OF MASKS

**Prerequisite(s)** Legendary bard level 10

**Components:** Audible and visual, Illusion (glamer)

The legendary bard can use this performance to cause any number of their allies to appear as the legendary bard or as another ally within 60 feet. To be affected, an ally must be within 60 feet of the legendary bard and able to see them. As long as the bard maintains this performance, enemies perceive all affected allies as the chosen character. If an affected ally is a different size or creature type than the chosen character, enemies can attempt a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to disbelieve. Otherwise, there is no

saving throw, but a successful attack against a disguised ally automatically reveals the ally's true form. If an ally moves out of range, that ally reverts to their original form, and the entire effect ends if the ally providing their appearance to the others moves out of range.

### PERFORMANCE OF PUPPETRY

**Prerequisite(s)** Legendary bard level 10

**Components:** Audible and visual, enchantment (compulsion), mind-affecting

The legendary bard can use this performance to puppet the mind and body of a single creature. Starting this performance requires a full-round action, and requires a standard action each round to maintain it. The target of this performance must be within 30 feet, able to see and hear the bard, and be capable of paying attention to them. The bard must be able to see the target.

The targeted creature receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the legendary bard cannot attempt a performance of puppetry against that creature again for 24 hours. If its saving throw fails, the creature becomes dominated by the bard, as *dominate person*, for as long as the bard continues the performance.

### PERFORMANCE OF PUPPETRY, MAJOR

**Prerequisite(s)** Legendary bard level 20

If the bard maintains a successful performance of puppetry against a creature for 10 consecutive rounds, their domination of that creature persists long after their performance ends. The duration of the domination becomes one day per legendary bard level, rather than ending when the bard stops their performance.

### PIPER'S CALLING

**Prerequisite(s)** Legendary bard level 6

**Components:** Audible or visual

The legendary bard can use this performance to call upon swarms of rats to attack their foes. Starting this performance summons 1d3 rat swarms in squares adjacent squares to the bard. These rat swarms are under the bard's mental control, and act on their initiative. These swarms immediately disappear when the bard ends the performance.

At 12th level, the legendary bard can choose to instead summon







2d3 rat swarms, or 1d3 rat swarms with the advanced creature simple template. At 18th level, they can instead summon 3d3 rat swarms, or 2d3 rat swarms with the advanced creature simple template.

### RELAX TENSIONS

**Components:** Audible or visual, mind-affecting

The legendary bard can use this performance to relax fatigue and tensions from themselves and their allies. Each ally within 30 feet of the bard ignores the fatigued and shaken conditions for as long as the bard maintains this performance.

### RALLYING PERFORMANCE

**Components:** Audible, mind-affecting

The legendary bard can use this performance to rally dispirited allies. Each round the bard makes a Perform check. Any ally (including the bard) within 30 feet may use this check in place of their own own saving throw against fear effects. Those already under a fear effect can attempt a new save each round using the bard's Perform check at the beginning of their turn. Rallying performance does not work on effects that don't allow saves.

### RELOADING RHAPSODY

**Components:** Audible or visual

The legendary bard can use this performance to enhance themselves and their party with quickened hands, allowing them to more easily reload their weapons. Any ally (including the bard) within 30 feet can reload their weapons one step faster (full-round action > standard action > move action > free action). This performance stacks with any other item or ability that allows a character to reload a weapon more quickly.

### RESTORING RESONANCE

**Prerequisite(s)** Legendary bard level 4

This performance allows the legendary bard to restore their allies of harmful effects. When the bard begins this performance they select a single ally suffering from a harmful effect that could be affected by the lesser restoration spell. After three rounds of continuous performance, that creature is affected by the effects of lesser restoration. This performance requires no material components, but otherwise follows the same restrictions as the spells it is emulating. This performance cannot be affected by effects that allow the bard to continue a performance after they stop maintaining it, such as the Lingering Performance<sup>APG</sup> feat.

At 8th level, the legendary bard can choose to effect an ally suffering from an effect that could be affected by the restoration spell, and after performing for six rounds affect them by the effects of restoration.

At 14th level, the legendary bard can choose to effect an ally suffering from an effect that could be affected by the greater restoration spell, and after performing for ten rounds affect them by the effects of greater restoration.

### RITUAL OF RECONCILIATION

**Prerequisite(s)** Legendary bard level 8

**Components:** Audible, enchantment (charm), language-dependent, mind-affecting

The legendary bard can use this performance to force reconciliation among hostile parties. This performance affects all creatures of the bard's choice within 30 feet who can hear the bard, and who the bard can see.

Affected creatures must make a Will saving throw (DC 10 + 1/2 the bard's level + the bard's Charisma modifier). Creatures who fail have their attitude towards all creatures within the range improved by two steps. Creatures who have their attitude improved to indifferent or better immediately cease attacking the bard and their allies, but may otherwise act as they please. This effects for as long as the creature is within 30 feet of the bard and the bard continues their performance.

### SERENADE OF HEALING

**Components:** Audible and visual, mind-affecting

The legendary bard learns a performance that can soothe the mind of creatures and allow them to fight on past their limits. Each round the bard performs the serenade of healing, they may cause a single creature within 30 feet to be healed a number of hit points equal to 1d8 + the bard's level. At 4th level, the legendary bard can choose to spend additional rounds of performance when they use this ability to heal additional hit points. This is one additional round for 1d8 additional hit points at 4th level, increasing by 1 round and 1d8 hit points every 4 levels thereafter, to a maximum of 6 rounds of bardic performance spent to heal a number of hit points equal to 6d8 + the bard's level. The legendary bard can choose how many rounds of bardic performance they wish to spend each time they start and maintain this performance. Serenade of healing cannot be extended using the Lingering Performance<sup>APG</sup> feat, or any similar effects.





### SERENADE OF HEALING, GREATER

**Prerequisite(s)** Legendary bard 14, Serenade of Healing bardic performance

**Components:** Audible and visual, mind-affecting

The legendary bard can use this performance to soothe a creature of even the most devastating of injuries. By spending one minute in continuous performance and spending ten rounds of bardic performance, the legendary bard may cause a single creature within 30 feet to be healed a number of hit points equal to 10 x the bard's level. In addition, the creature is cured of the following adverse conditions: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, poisoned, sickened, and stunned.

### SHATTERING CRESCENDO

**Components:** Audible or visual, sonic

The legendary bard can use this performance to augment their current performance, creating a rising crescendo of shattering force. The legendary bard can spend 1 round of bardic performance as a standard action to direct a sonically charged burst at a creature or object. This performance deals 1d4 points of sonic damage plus the bard's level to the target, and deals full damage to objects. Unlike a normal bardic performance, the legendary bard can perform a shattering crescendo while they are maintaining another bardic performance. The action cost of using this performance cannot be reduced in any way.

### SONATA OF STONE

**Components:** Audible or visual, earth

The legendary bard learns a performance that causes the very earth beneath their feet to stir and rumble. Enemies within 30 feet of the bard are knocked off balance by the rumbling of the earth, giving them a -1 penalty to AC and Reflex saves while they are within the area. This penalty increases by 1 at 5th level, and every six levels thereafter (to a maximum of -4 at 17th level). Creatures who are flying or levitating above the ground are unaffected by this ability.

### SONG OF GROWTH

**Components:** Audible or visual

The legendary bard can use this performance to promote spontaneous growth. While the legendary bard maintains this performance, they can spend a standard action to select one side of a square within 30 feet of

themselves and instantly create an opaque barrier of plant matter to block that face, providing total cover. They can create one barrier as part of starting this performance if they start the performance as a standard action. The side the bard selects must be supported by the ground, and the growth itself cannot support more than 5 pounds of weight. The conjured barrier has hardness 0, AC 5, and 2 hit points per legendary bard level. The legendary bard can maintain a number of plant growths equal to their Charisma modifier + half their class level. These barriers immediately crumble to dust when the performance ends.

### SONG OF STORMS

**Prerequisite(s)** Legendary bard level 14

**Components:** Audible and visual

The legendary bard's performances can change the weather itself, as the control weather spell using the bard's level as their caster level. Performing the song of storms requires at least 10 rounds of continual performance. After the bard ends their performance, they choose how they wish the weather to manifest, causing it to change to their desired weather conditions after 10 minutes, and then persists for 1 hour per round they performed.

### SOOTHE EMOTIONS

**Components:** Audible and visual, enchantment (charm), mind-affecting

The legendary bard learns a performance that soothes the minds of those that perceive it. All creatures of the bard's choice within 90 feet who can see and hear the bard, share a language with the bard, and are capable of hearing the bard have their attitude towards the bard and their allies increased by 1 step (to a maximum of Helpful) for as long as the bard maintains this performance. The bard must be able to see the creatures they wish to affect with this performance. When this performance ends the creatures realize the effects the performance had on them, though any adjustments to their attitude while the performance was in effect (such as through the Diplomacy skill) stay in effect.

### SOOTHING BALLAD

**Prerequisite(s)** Legendary bard level 8

**Components:** Audible and visual

The legendary bard learns a performance that soothes the injuries of their allies. By spending four consecutive rounds of performing the soothing ballad as a full-round action, the legendary bard can create





an effect equivalent to the *mass cure light wounds* spell, using the bard's level as their caster level. In addition, this performance removes the fatigued, sickened, and shaken condition from all those affected. As the bard increases in level, so too does the healing provided by this performance. It functions as *mass cure moderate wounds* at 11th level, *mass cure serious wounds* at 14th level, and *mass cure critical wounds* at 17th level. The legendary bard must spend a full-round action each round they wish to use this performance. Soothing ballad cannot be used to harm undead creatures, nor can it be extended using the *Lingering Performance*<sup>APG</sup> feat, or any similar effects.

### STRIDING FREEDOM

**Prerequisite(s)** Legendary bard level 12, Unbroken stride bardic performance

While using their unbroken stride performance, the legendary bard's enhancement bonus to their base land speed increases to +30-feet, and they also gain the benefits of the *freedom of movement* spell for the duration of their performance.

### SUGGESTION

**Prerequisite(s)** Legendary bard level 6, Fascinate bardic performance

**Components:** Audible, enchantment (compulsion), language-dependent, mind-affecting

The legendary bard can use this performance to make a *suggestion* (as per the spell) to a creature that he has already fascinated using the fascinate performance. Using this ability does not disrupt the fascinate performance, but it does require a standard action and one round of bardic performance to activate (in addition to the free action and round of bardic performance required to continue the fascinate performance). This standard action is not reduced by the quickened performance ability. The legendary bard can use this ability more than once against an individual creature during an individual performance.

### SUGGESTION, MASS

**Prerequisite(s)** Legendary bard level 16, Suggestion bardic performance

This performance functions as the suggestion performance, but allows them to make a suggestion simultaneously to any number of creatures they have affected by the fascinate performance.

## SYMPHONY OF MADNESS

**Prerequisite(s)** Legendary bard level 14

**Components:** Audible, language-dependent, mind-affecting

The legendary bard can use this performance to sow madness within the minds of their foes, causing them to turn against each other. Enemies within 30 feet of the bard are affected as if by a *song of discord*<sup>CoL</sup> for as long as they can hear the performance. A successful *Will* save (DC 10 + 1/2 the bard's level + the bard's *Cha* modifier) negates the effect, and that creature is immune to this ability for 24 hours.

## UNBROKEN STRIDE

**Prerequisite(s)** Legendary bard level 8

**Components:** Audible or visual

The legendary bard can utilize this performance to imbue themselves with grace and speed. The legendary bard gains an insight bonus equal to half their class level on all *Acrobatics*, *Climb*, *Fly*, and *Ride* checks. In addition, while maintaining this performance, they gain the benefits of the *ranger's woodland stride* ability and a +10-foot enhancement bonus to their base land speed.

## WALTZ OF THE WAVES

**Components:** Audible or visual, water

This performance allows the legendary bard to control the waves themselves, as the *control water* spell with a caster level equal to their bard level. This effect persists for as long as the legendary bard maintains the performance, rather than the spells normal duration.

# BARDIC SCHOOLS

*"Have you ever heard the tale of Eobold the Evoker? No? You might want to stand a ways back then, maybe behind some cover! This next song is going to be explosive!"*

*— Yevin Harrel, student of the School of the Mage and accomplished flame-singer*

## SCHOOL OF THE BLADE

The legendary bard has trained in the school of the blade, allowing them to hone their martial prowess and seamlessly blend it with their bardic casting.

The legendary bard gains their choice of increasing their proficiency with martial combat (see below), or gaining a combat feat of their choice. In addition, the legendary bard gains the ability to cast bard spells using a hand wielding a weapon for their somatic components, rather than requiring a free hand.





If the legendary bard chooses to increase their proficiency, they gain proficiency with all martial weapons and with shields. If they already have proficiency with light armor, they gain proficiency with medium armor. If they could cast bard spells while wearing light armor, they can cast it while wearing medium armor as well.

Each time the school of the blade is selected after the first, the legendary bard gains a combat feat of their choice.

## SCHOOL OF THE EXPERT

The legendary bard has trained in the school of the expert, granting them further expertise with skills.

When the legendary bard selects this school they gain a bonus feat from the following list: Skill Focus, Signature Skill<sup>PU</sup>, or any feat that has Skill Focus as a prerequisite.

Each time the school of the expert is selected after the first, the legendary bard gains an additional bonus feat from the list above.

## SCHOOL OF THE MAGE

The legendary bard has trained in the school of the mage, granting them knowledge of spells normally outside of the purview of bards.

When the legendary bard selects this school they learn two spells of a level they can cast from any spell list. If a spell is a different spell level for multiple classes, the legendary bard uses the highest spell level when determining its effective spell level (unless the spell is on the bard spell list, in which case they use that spell level).

The bard can choose to learn new spells in place of any of the spells selected as part of this school. Replacing the spells requires training from a character that knows the spell the legendary bard wishes to learn, or requires the legendary bard to acquire a scroll or spellbook that contains the spell. Learning this spell requires spending 8 hours researching the spell per level of the spell, and the normal material components for learning a spell of that level. The legendary bard can only spend 8 hours in a single day researching the spell. After completing their research, they choose which spell they have learned using this school to replace with the new spell.

Each time the school of the mage is selected after the first, the legendary bard learns an additional two spells.

Alternatively, if the legendary bard has the casting<sup>USoP</sup> class feature or the Basic Magic Training<sup>USoP</sup> feat, they can choose to gain a magic talent<sup>USoP</sup> of their choice each time this school is selected rather than the schools' normal effects.

## SCHOOL OF THE PERFORMER

The legendary bard has trained in the school of the performer, granting them the ability to use their Perform skill in a variety of new ways.

*Versatile Performance:* When the legendary bard selects this school, they choose one type of Perform skill. The legendary bard can use his bonus in that skill in place





of their bonus in associated skills to that Perform skill. When substituting in this way, the legendary bard uses their total Perform skill bonus, including class skill bonus, in place of its associated skill's bonus, whether or not he has ranks in that skill or if it is a class skill.

The types of Perform and their associated skills are: Act (Bluff, Disguise), Comedy (Bluff, Intimidate), Dance (Acrobatics, Stealth), Keyboard Instruments (Handle Animal, Intimidate), Oratory (Diplomacy, Intimidate), Percussion (Handle Animal, Intimidate), Sing (Bluff, Diplomacy), String (Bluff, Handle Animal), and Wind (Diplomacy, Handle Animal).

Each time the school of the performer is selected after the first, the legendary bard can choose to learn an additional versatile performance from the list above, or can choose from one of the additional options below.

*Expanded Versatility:* The legendary bard chooses one Perform skill that they have already selected with versatile performance. They add one of the following skills to the list of skills that are associated with the chosen Perform skill for the purpose of the versatile performance ability: Bluff, Diplomacy, Disguise, Escape Artist, Handle Animal, Intimidate, Sense Motive, or Use Magic Device. This option can be selected multiple times, but no skill can be associated with the same Perform skill more than once.

*Martial Performance (Ex):* The legendary bard chooses one weapon belonging to a fighter weapon group that is associated with a Perform skill they have selected with versatile performance (see below). They gain proficiency with this weapon. If the bard is already proficient with this weapon or later becomes proficient with it, they gain Weapon Focus with that weapon as a bonus feat instead. In addition, the legendary bard's effective fighter level is equal to 1/2 their legendary bard level for the purpose of qualifying for feats that specifically select weapons from those Perform skills' associated fighter weapon groups.

The types of Perform skills and their associated fighter weapon groups are: Act (close, double), Comedy (flails, thrown), Dance (monk, spears), Keyboard Instruments (hammers, siege engines), Oratory (heavy blades, light blades), Percussion (close, hammers, firearms), Sing (close, natural), String (axes, bows, crossbows), and Wind (monk, thrown).

*Masterpiece:* The legendary bard gains a Bardic Masterpiece<sup>UM</sup>. They must meet the masterpiece's prerequisites, and the masterpiece must list ranks in a Perform skill that the bard has chosen with versatile performance as a prerequisite.

## SCHOOL OF THE SCOUNDREL

The legendary bard has trained in the school of the scoundrel, granting them talents in skills often frowned upon by society.

When the bard selects this school they gain the ability to deal an additional damage with their attacks, as the sneak attack ability of the rogue. The legendary bard only deals 1d6 damage with this ability, though it stacks with any other sources of sneak attack the bard might possess. In addition, the legendary bard gains a single rogue talent, legendary rogue talent<sup>LR</sup> or unchained rogue talent<sup>PU</sup> of their choice, treating their legendary bard level as their rogue level for these rogue talents. When the legendary bard reaches 10th level, they can select advanced talents as well.







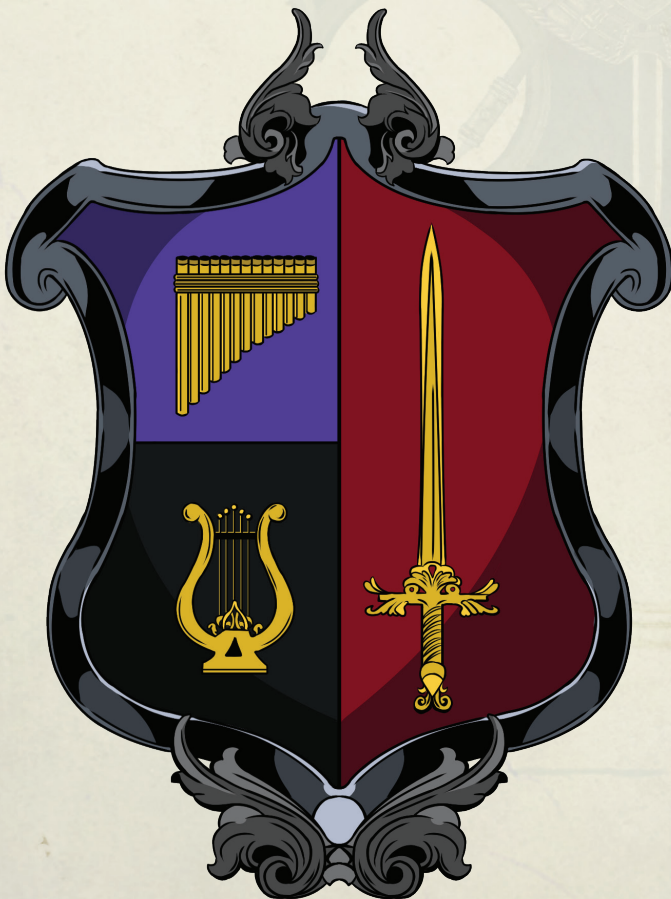
Each time the school is selected after the first, the legendary bard gains another rogue talent or of their choice or may increase the damage of the sneak attacks granted by this school by 1d6 (to a maximum number of d6 equal to half their legendary bard level, rounded up).

## SCHOOL OF THE SOCIALITE

The legendary bard has trained in the school of the socialite, allowing them to learn the skills to sway the masses and improve their standing within society.

When the legendary bard selects this school they gain a [vigilante social talent](#)<sup>UI</sup> of their choice. They treat their legendary bard level as their vigilante level when determining their prerequisites and abilities of this talent. For the purposes of this class feature, the legendary bard does not have a vigilante identity and is always considered to be in their social identity. They cannot select talents that rely on the dual identity feature to function or rely on them being able to change their identity using this bardic school, such as the many guises<sup>UI</sup> talent.

Each time the school of the socialite is selected after the first, the legendary bard gains a [vigilante social talent](#)<sup>UI</sup> of their choice.



## NEW FAVORED CLASS BONUSES

*"Bards are found among all cultures and in all climes, perhaps due to the universal use of music and story by all peoples through history. You would best leave your prejudices behind, for embracing the talents of all cultures will only improve your talents."*

– Ilyana Oakarrow, teacher at the College of Feldrime

The following favored class bonuses are available to all characters regardless of their race:

**All:** Add +1/8 to the bonuses provided by inspire courage or to the penalties imposed by diminish courage.

**All:** Add +1/6 to the bonuses provided by inspire competence or to the penalties imposed by diminish competence.

**All:** Gain +1/6th of a bardic performance.

**All:** Gain +1 round to the legendary bard's total number of bardic performance rounds each day.

**All:** Increase the DC of the legendary bard's bardic performances by +1/5.

**All:** Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the legendary bard can cast.

**All:** Choose one bardic performance; treat the legendary bard as +1/6 level higher when determining the effects of that performance.

**All:** Gain a +1/3 bonus to all untrained skill checks.

## ALTERNATE CLASS FEATURES

*"Not every bard is a fop in fancy clothes. I once met a band of them from out east that communed with nature and embraced naturalism. A strange lot, to be sure, but they did good things for their forest."*

– Daeda Ironbeard, well-meaning explorer

Alternate class features are small, modular archetypes. They swap out a single class feature (or a few related class features) for new abilities. By affecting only a small





part of the class at a time, a player is able to build the legendary bard that best fits their ideas. With these alternate class features, the legendary bard is more flexible than ever before.

If an archetype or alternate class features replaces one of the below class features, the placement class feature may not be exchanged for an alternate class feature. Mix and match these features to build your perfect legendary bard!

## CLASS SKILLS

The following options can be taken in place of the legendary bard's normal class skills.

**Natural Performer:** The legendary bard's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str) and Use Magic Device (Cha).

## WEAPON AND ARMOR PROFICIENCY

The following options can be taken in place of the legendary bard's normal weapon proficiencies, armor proficiencies, or both. If one of the following alternate class features modifies only the legendary bard armor proficiencies, it can be combined with an alternate class feature that modifies their weapon proficiencies, such as with the dancer's style and prescient defense alternate class features.

**Armored Bard:** The legendary bard is proficient with all simple weapons, light armor, medium armor and shields. A legendary bard who selects this alternate class feature can cast their bard spells while wearing medium armor, light armor, and while wielding shields without suffering from arcane spell failure. This modifies the legendary bard's weapon and armor proficiencies.

**Dancer's Style:** The legendary bard does not gain proficiency with any weapons besides all simple weapons. Instead, the legendary bard has learned to use their body as a weapon during their performances. The legendary bard gains the unarmed strike class feature of the monk, using their legendary bard as their effective monk level for this ability. If they later take levels in monk, or another class that gives them the unarmed strike class feature, these levels stack when determining their unarmed strike damage. This modifies the legendary bard's weapon proficiencies.

**Exotic Weapon Wielder:** The legendary bard is proficient with all simple weapons, and one exotic weapon of their choice. This modifies the legendary bard's weapon proficiencies.

**Martial Tradition:** The legendary bard is proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition<sup>SoM</sup> of their choice. A legendary bard who takes this alternate class feature can still cast bard spells while wearing light armor or wielding a shield, as normal. This modifies the legendary bard's weapon and armor proficiencies.

**Prescient Defense:** The legendary bard does not gain proficiency with armor or shields. Instead, the legendary bard has learned a special technique to avoid danger, whether it be a sixth sense, foresight, or a divine blessing. The legendary bard adds their Charisma modifier to their AC and CMD. These bonuses apply even against touch attacks or when the bard is caught flat-footed and increases by +1 for every 4 legendary bard levels. The legendary bard loses this bonus when they are immobilized or helpless, when they wear any armor or use a shield, or when they carry a medium or heavy load. This does not stack with the monk's AC bonus or similar class features. If the legendary bard takes levels in another class, the bonus provided by this class feature is capped at their legendary bard level. This modifies the legendary bard's armor proficiencies.

## BARDIC SPELLCASTING AND CANTRIPS

The following options can be taken in place of the legendary bard's bardic spellcasting and cantrips abilities.

**Bardic Champion:** The legendary bard gains the following class features:

**Casting:** The legendary bard may combine spheres and talents to create magical effects. (Note: all casters may select a casting tradition the first time they gain the casting class feature.) The legendary bard is considered a mid-caster<sup>USoP</sup>.

**Spell Pool:** The legendary bard gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool<sup>USoP</sup>. This pool contains a number of spell points<sup>USoP</sup> equal to their level + their casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

**Blended Training:** At 1st level, and every level thereafter, the legendary bard gains a combat<sup>SoM</sup> or magic talent<sup>USoP</sup> of their choice. Legendary bards use their casting ability modifier as their practitioner modifier<sup>SoM</sup>.





**Performer of the Wild Songs:** The legendary bard casts spells drawn from the druid and ranger spell lists, rather than the bard spell list. Only druid spells of 6th level and lower and ranger spells are considered to be part of the legendary bard's spell list. If a spell appears on both the druid and ranger spell lists, the legendary bard uses the lower of the two spell levels listed for the spell. For instance, reduce animal is a 2nd-level druid spell and a 3rd-level ranger spell, making it a 2nd-level legendary bard spell for the purposes of this alternate class feature. Likewise, detect poison is a 0-level druid spell and a 2nd-level ranger spell, making it a 0-level spell.

Instead of being able to be taught spells by other bards, a legendary bard can learn spells from other legendary bards with this alternate class feature, from druids or rangers, or from other characters who cast spells using those spell lists.

## BARDIC KNOWLEDGE

The following options can be taken in place of the legendary bard's bardic knowledge ability.

**Companion Familiar:** At 2nd level, the legendary bard gains a familiar, treating their legendary bard level as their effective wizard level for the purpose of this ability.

**Courtly Savvy:** The legendary bard gains a bonus equal to half their class level on Diplomacy, Knowledge (history), Knowledge (local), and Knowledge (nobility) checks.

**Performer's Expertise:** The legendary bard gains a bonus equal to half their class level on Acrobatics, Bluff, Climb, and Disguise checks.

**Shameless Scoundrel:** The legendary bard gains a bonus equal to half their class level on Bluff, Disguise, Sleight of Hand, and Stealth checks.

**Eye for Detail:** The legendary bard gains a bonus equal to half their class level on Knowledge (local), Perception, and Sense Motive checks, as well as Diplomacy checks to gather information.

**Magical Training:** The legendary bard gains a bonus equal to half their class level on Knowledge (arcana), Spellcraft, and Use Magic Device checks.

**Theologian's Master:** The legendary bard gains a bonus equal to half their class level on Heal, Knowledge (planes), and Knowledge (religion) checks.

**Outrider's Cunning:** The legendary bard gains a bonus equal to half their class level on Handle Animal, Knowledge (geography), Knowledge (nature), Ride, and Survival checks.

**Criminal's Insight:** The legendary bard gains a bonus equal to half their class level on Appraise, Disable Device, Escape Artist, and Intimidate checks.

## BARDIC FAME

The following options can be taken in place of the legendary bard's bardic fame ability.

**Bardic Renown:** a legendary bard becomes well known in a specific community in which they gain the benefits of renown. They gain the renown vigilante<sup>UI</sup> social talent, treating their legendary bard level as their vigilante level for this ability. This community can be an entire settlement or portions of a settlement (such as a particular district or neighborhood), depending on the population as allowed by the renown social talent. For the purposes of this class feature, the legendary bard does not have a vigilante identity and is always considered to be in their social identity. At 8th level, the







legendary bard gains the great renown vigilante talent. At 14th level, the legendary bard gains the incredible renown vigilante talent. At 20th level, the legendary bard can gain renown in a single community of up to 100,000 people (metropolis) or up to two larger cities of no more than 25,000 individuals each (large city).

**Bardic Notoriety:** This functions as the bardic renown alternate class feature, save that instead of being considered to be in their social identity for the purposes of the bardic renown ability, the legendary bard is instead treated as always being in their vigilante identity, gaining a circumstance bonus to Intimidate checks instead of improving the starting attitude of the community. At 20th level, the circumstance bonus to Intimidate from their incredible renown social talent increases to +10.

**Masked Performer:** At 2nd level, the legendary bard gains the dual identity<sup>UI</sup> and seamless guise<sup>UI</sup> vigilante abilities. If the bard later selects the school of the socialite bardic school, they can select any vigilante social talent<sup>UI</sup> using the school, rather than only talents that don't rely on the dual identity feature.

At 8th level, and again at 14th and 20th level, the legendary bard gains their choice of the following vigilante social talents<sup>UI</sup>. They use their legendary bard level as their vigilante level for the purposes of meeting the prerequisites and determining the effects of these talents: any guise<sup>UI</sup>, case the joint<sup>UI</sup>, everyman<sup>UI</sup>, feign innocence<sup>UI</sup>, immediate change<sup>UI</sup>, many guises<sup>UI</sup>, morphic mask<sup>CoL</sup>, quick change<sup>UI</sup>, or subjective truth<sup>UI</sup>.

## LORE MASTER

The following options can be taken in place of the legendary bard's lore master ability.

**Acrobat's Talent:** At 5th level, and again at 11th level, the legendary bard gains a rogue talent from the following list, using their legendary bard level as their effective rogue level: agile climber<sup>LR</sup>, artful dodger<sup>LR</sup>, consummate avoidance<sup>LR</sup>, expert leaper<sup>APG</sup>, fast stealth, fast tumble<sup>LR</sup>, ledge walker, rogue crawl, rope master<sup>UC</sup>, stand up, and wall scramble<sup>UC</sup>.

At 17th level, they gain an additional talent chosen from any of the above talents, or an advanced talent from the following list: defensive roll, fast tumble, hide in plain sight<sup>UC</sup>, and skill mastery.

This ability does not qualify the legendary bard for the Extra Rogue Talent<sup>APG</sup> feat.

**Bard's Luck (Ex):** At 5th level, once per day the legendary bard can choose to roll two dice instead of

one when making any skill check, keeping the better of the two results. The bard must choose to use this ability before they roll any dice for the check. The legendary bard can use this ability an additional time each day at 8th level, and every three levels thereafter.

**Lore of the Wilds:** The legendary bard has mastered the lore of nature itself. This ability functions as the lore master ability, save that it applies to the Handle Animal, Knowledge (geography), Knowledge (nature), Ride, and Survival skill checks instead of all Knowledge skill checks.

**Master of Manipulation:** The legendary bard is a master in swaying others to their line of thinking, and detecting those who would do the say to them. This ability functions as the lore master ability, save that it applies to Bluff, Diplomacy, Intimidate, and Sense Motive skill checks instead of Knowledge skill checks.

## INSPIRATIONS

The following options can be taken in place of or modify the legendary bard's inspirations ability.

**Animal Singer (Ex):** At 1st level, the legendary bard forms a bond with an animal companion available to a druid. This ability functions like the druid animal companion ability. The legendary bard's effective druid level is equal to their class level. If a character receives an animal companion from more than one source, their effective druid levels stack for the purposes of determining the companion's statistics and abilities.

A legendary bard with this alternate class feature counts their legendary bard level as four levels lower (minimum 0) when determining when they receive new inspirations, and the strength of their inspirations. The legendary bard can combine this alternate class feature with other alternate class features that modify, but not replace, their inspiration class feature. The modified class feature also suffers this penalty.

This modifies the legendary bard's inspirations class feature.

**Dragon Singer (Ex):** At 1st level, the legendary bard forms a magical bond with a drake, gaining a legendary drake companion<sup>LRW</sup>. The bard's drake companion has a base Charisma score of 11, and adds Perform (Act, Comedy, Dance, Oratory, Sing) to their list of class skills. At 4th level, and every 2 levels thereafter, the base Charisma score of the drake companion increases by +1.

This magical bond bolsters both the drake and the legendary bard, granting them both a +1 morale bonus on saving throws against charm and fear effects, and a +1





competence bonus on attack and weapon damage rolls while they are within 100 feet of each other. At 5th level, and every four legendary bard levels thereafter, this bonus increases by +1 to a maximum of +5 at 17th level.

This replaces the legendary bard's inspirations class feature.

**Diminishments (Su):** The legendary bard can utilize their wits and magics to diminish their foes rather than inspire their allies. Starting a diminishment requires a standard action and lasts until the legendary bard chooses to end their diminishment (a free action) or if the legendary bard loses the ability to take any actions (such as if they are dazed, nauseated, unconscious, paralyzed or stunned). A legendary bard can only use a single diminishment at a time, attempting to start a second diminishment ends the first. Each of the legendary bard's diminishments are mind-affecting effects.

To be affected by a diminishment, the enemy must be within 60 feet of the legendary bard, and the legendary

bard must be able to see their foe. The foe must also be able to see or hear the bard to suffer from their diminishment.

If an ability would affect the legendary bard's inspirations, it also affects their diminishments, such as the quickened performance ability or the Clockwork Speaker feat.

This modifies the legendary bard's inspirations class feature.

As the legendary bard increases in level they gain diminishments from the list below:

*Diminish Courage:* At 1st level, the legendary bard can diminish the courage of their foes, imposing a -1 penalty on saving throws against charm and fear effects, and a -1 penalty on attack and weapon damage rolls. At 5th level, and every four legendary bard levels thereafter, this penalty increases by -1 to a maximum of -5 at 17th level.

*Diminish Competence:* At 1st level, the legendary bard can diminish the competence of their foes, causing them to perform skills with greater difficulty. When the legendary bard begins this inspiration, they choose one skill. This diminishment imposes a -2 penalty to the chosen skill on the bard's enemies. At 5th level, and every four legendary bard levels thereafter, the bard can choose an additional skill and the penalty imposed increases by -1, to a maximum of 5 chosen skills and a -6 bonus at 17th level.

*Diminish Heroics:* At 5th level, the legendary bard diminished the heroics of their foes, imposing a -2 penalty on all saving throws, and a -2 penalty to AC. At 9th level, and every four legendary bard levels thereafter, the penalty to saving throws and dodge AC increases by -1, to a maximum of -5 at 17th level.

*Diminish Spellcraft:* At 9th level, the legendary bard can diminish the spellcraft of their foes, imposing a -2 penalty to the caster level of spells they cast (to a minimum caster level of 1). At 13th level and 17th level, the penalty to caster level increases by -1, to a maximum of -4 at 17th level.

*Diminish Bravery:* At 13th level, the legendary bard can diminish the bravery of their foes. Each foe takes a -4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose their immunity to fear while they are being affected by this diminishment.

*Diminishment Greatness:* At 17th level, the legendary bard can diminish the greatness of their foes. Affected foes take a -2 penalty to their Dexterity, Constitution, and Wisdom scores, as well as a -2 penalty to their attack rolls and caster level of spells they cast (to a minimum





caster level of 1). This reduction in ability scores bypasses any immunities to ability score reduction.

This modifies the legendary bard's inspirations class feature.

**Selfish Inspiration:** The legendary bard uses their abilities to glimpse inspiration for themselves. The legendary bard's inspirations no longer affect their allies, only themselves. In addition, they gain the ability to maintain two inspirations at once, rather than only one. If they attempt to begin an inspiration while they already have two active, they choose which of their two inspirations they wish to end.

This modifies the legendary bard's inspirations class feature.

## JACK OF ALL TRADES

The following options can be taken in place of the legendary bard's jack of all trades ability.

**Magician's Flexibility (Ex):** At 5th level, the legendary bard can take a move action to treat one of their known spells that isn't prepared as if it were prepared for 1 minute. The legendary bard may use this ability once each day at 5th level, plus an additional time each day at 10th, 15th, and 20th levels.

If the legendary bard has the casting<sup>USoP</sup> ability or the Basic Magic Training<sup>USoP</sup> feat, they can choose to instead grant themselves the benefits of one magic talent they don't possess. This effect lasts for 1 minute. The legendary bard must possess the talent's base sphere and meet any prerequisites for the talent, if it has prerequisites.

The legendary bard can use this ability again before its duration expires in order to replace the previous spell or magic talent with another choice.

**Warrior's Flexibility (Ex):** At 5th level, the legendary bard can take a move action to gain the benefits of a combat feat they don't possess. This effect lasts for 1 minute, and the legendary bard must meet the feat's prerequisites. The legendary bard may use this ability once each day at 5th level, plus an additional time each day at 10th, 15th, and 20th levels.

The legendary bard can use this ability again before its duration expires in order to replace the previous combat feat with another choice. If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

## WELL-VERSED

The following options can be taken in place of the legendary bard's well-versed ability.

**Arcane Insight:** At 2nd level, the legendary bard can find and disable magical traps, like a rogue's trapfinding ability. In addition, they gain a +4 bonus on saving throws made against illusions and a +4 bonus on caster level checks and saving throws to see through disguises and protections against divination (such as misdirection, and nondetection).

**Blatant Subtlety:** At 2nd level, the legendary bard has mastered the art of using magic without being detected. The legendary bard gains Spellsong<sup>UM</sup> as a bonus feat. Observers do not automatically recognize their bardic performances as anything other than ordinary speech or performance. Those specifically looking for abnormal effects must succeed at a Sense Motive check (DC = 10 + half the legendary bard's level + their Charisma modifier) to detect their performances.

## ARCHETYPES



*"Spells? I don't need spells to handle you, fiend. My blade and a song will be more than enough! En guade!"*

*– Natalia Osso, renowned warrior poet and hero of the Devil's War*

The following archetypes are designed to be used with the legendary bard.

### FIREARM STACCATO

Some bards have embraced the art of black-powder combat, mastering the use of firearms as both a weapon and as an instrument for their bardic performances.

**Weapon Proficiencies:** The firearm staccato is proficient with all simple weapons, plus the longsword, rapier, shortsword, and all firearms.

This modifies the legendary bard's weapon proficiencies. The legendary bard still may take archetypes or alternate class features that modify their armor proficiencies if they do not conflict with any other features of this archetype.

**Gunsmith:** At 1st level, the firearm staccato gains one of the following firearms of their choice: blunderbuss,





was gained by a firearm misfire. The action cost of this ability is reduced by the quickened performance class feature, as if they were starting a bardic performance with this action.

This replaces the legendary bard's bardic performance gained at 1st level.

## IMPROV ARTIST

Masters of adaptation, improv artists can change their methods of casting and fighting on the fly. These bards are incredibly unpredictable, able to seamlessly blend a variety of combat and magic spheres in unique combinations and then alter said combinations each day.

**Weapon and Armor Proficiencies:** The improv artist is proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a [martial tradition](#)<sup>SoM</sup> of their choice. This modifies the legendary bard's weapon and armor proficiencies.

**Casting:** The improv artist may combine spheres and talents to create magical effects. (Note: all casters may select a casting tradition the first time they gain the casting class feature.) The legendary bard is considered a [mid-caster](#)<sup>USoP</sup>. This replaces the legendary bard's bardic casting, cantrips, and bardic knowledge class features.

**Spell Pool:** The improv artist gains a small reservoir of energy they can call on to create truly wondrous effects, called a [spell pool](#)<sup>USoP</sup>. This pool contains a number of [spell points](#)<sup>USoP</sup> equal to their level + their casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

**Blended Practitioning:** The improv artist uses their casting ability modifier as their [practitioner modifier](#)<sup>SoM</sup>.

**Flexible Talents:** At 1st level, and every odd level thereafter, the improv artist gains a [combat](#)<sup>SoM</sup> or [magic talent](#)<sup>USoP</sup> of their choice. However, unlike most talents, a improv artist is able to change these particular talents as they desire. Whenever the flexible bard rests to regain spell points, they may change any and all of their flexible talents, losing the previous ones and gaining new spheres and new talents in their place. Only flexible talents can be changed in this way; combat or magic talents gained at even levels, as part of levels taken in other classes, as part of the 2 bonus talents all casters gain when they first gain the casting class feature, as part of their martial tradition, or gained from taking the [Extra Magic Talent](#)<sup>USoP</sup> or [Extra](#)

[musket, or pistol](#). Their starting weapon is battered, and only they know how to use it properly. All other creatures treat their gun as if it had the [broken](#) condition. If the weapon already has the [broken](#) condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The firearm staccato also gains [Gunsmithing](#)<sup>UC</sup> as a bonus feat.

**Firearm Performance (Su):** The firearm staccato can use their firearm as an instrument for the Perform (percussion) skill. In addition, as a standard action and by spending 1 round of bardic performance they can remove the [broken](#) condition from a single firearm they are currently wielding, as long as that condition





**Combat Talent<sup>SoM</sup>** feats are not eligible to be changed in this fashion.

**Blended Training:** At 2nd level, and every even level thereafter, the improv artist gains a **combat<sup>SoM</sup>** or **magic talent<sup>USoP</sup>** of their choice.

**Adaptable Talents:** At 2nd level, the improv artist can take a **move action** to grant themselves the benefits of one **combat<sup>SoM</sup>** or **magic talent<sup>USoP</sup>** they don't possess. This effect lasts for 1 minute. The legendary bard must possess the talent's base sphere and meet any prerequisites for the talent, if it has prerequisites. The improv artist gains an additional use of this ability at 5th level, and every 3 levels thereafter. The legendary bard can use this ability again before its duration expires in order to replace their talent with another choice. This replaces the legendary bard's lore master and jack of all trades class features.

**Improved Adaptable Talents:** At 11th level, the improv artist may use their adaptable talents ability to gain the benefits of two talents as a move action or one talent as a swift action. Each individual talent selected counts toward the improv artist's daily uses of adaptable talents.

**Mastered Adaptable Talents:** At 20th level, the improv artist may use their adaptable talents ability to gain three talents as a move action, two talents as a swift action, or one talent as an immediate action. Each individual talent selected counts toward the improv artist's daily uses of adaptable talents.

## MAESTRO

Bards who have taken on the role of the maestro have chosen to specialize in the use of their performances above all other arts available to them, seamlessly blending performances together in a symphony of power.

**Performance Master:** The maestro gains 8 + their Charisma modifier rounds of bardic performance plus an additional 4 rounds of bardic performance each level and gains two bardic performances at 1st level, and one new bardic performance at each level thereafter, rather than the legendary bard's normal bardic performance progression. This replaces the legendary bard's spells and cantrips, and modifies the legendary bard's bardic performance class features.

**Maestro's Force:** At 4th level, and again at 12th and 20th level, the maestro increases the **saving throw DC** of their bardic performances by 1.

**Accompaniment:** At 8th level, the maestro can maintain two bardic performances at once. The maestro can only start a single bardic performance in a single round. If the maestro has two bardic performances active, they must spend a move action to maintain them

both, rather than a free action. If the maestro has a way to extend their performance after they cease performing, such as the **Lingering Performance<sup>APG</sup>** feat, they can use it alongside a single maintained performance.

**Perfected Accompaniment:** At 16th level, the maestro can start two bardic performances in a single round, and may maintain both performances as either a move or swift action.

**Restricted Schools:** The maestro cannot select the school of the mage. This modifies the legendary bard's bardic schools class feature, but not for the purposes of archetype compatibility.

## SCHOLAR OF LEGENDS

Some bards dedicate themselves to the study of magic above all other arts. These scholars of legends travel the world in an attempt to record all they can, adapting the legends they learn as songs and stories that they can use to wield amazing spells.







**Hit Die:** The scholar of legends uses a d6 as their hit die from their legendary bard levels. This modifies the legendary bard's hit die.

**Base Attack Bonus:** The scholar of legend's base attack bonus from legendary bard levels is equal to their half class level (rounded down). This modifies the legendary bard's base attack bonus.

**Skill Ranks per Level:** The scholar of legend gains 4 + Int modifier skill ranks each level. **Weapon and Armor Proficiency:** A scholar of legends is proficient with all simple weapons, with light armor and with shields (except tower shields). A scholar of legends can cast bard spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a scholar of legends wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A scholar of legends bard still incurs the normal arcane spell failure chance for arcane spells received from other classes. This modifies the legendary bard's weapon and armor proficiencies.

**Scholarly Spellcasting:** The scholar of legend follows one of two schools of training: The Legacy of Arcana, or the Legacy of Nature (see below). This school of training determines the spells they cast, and the ability score they use when determining their spellcasting abilities. The scholar of legends has an increased number of spell slots and prepared spells, as per **Table 1-3 Scholar of Legends Spellcasting** and **Table 1-4 Scholar of Legends Prepared Spells**. This modifies the legendary bard's bardic spellcasting and cantrips class features.

**Legacy of Arcana:** The scholar of legend uses their Intelligence to learn, prepare, and cast spells, and when determining their bonus spell slots from high ability scores. The scholar of legend can cast spells of 7th, 8th, and 9th level. They treat the following spells as bard spells of their specified levels. In addition, the bardic magician treats any spell of 6th level or lower on the bard spell list that is also on the cleric, druid, psychic, or sorcerer/wizard spell list as if it were a spell of the lowest level among the cleric, druid, psychic, or sorcerer/wizard lists, rather than the spells normal spell

**TABLE 1-3: SCHOLAR OF LEGENDS SPELLS PER DAY**

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



**TABLE 1-4: SCHOLAR OF LEGENDS SPELLS PREPARED**

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

level for a bard. For example, the bardic magician would treat the overwhelming presence<sup>UM</sup> spell as a 9th-level bard spell, rather than a 6th-level bard spell.

7th level: Banishment, control weather, ethereal jaunt, insanity, lesser astral projection<sup>UM</sup>, mass cure serious wounds, mass hold person, mass invisibility, permanent hallucination<sup>UI</sup>, plane shift, prismatic spray, regenerate, repulsion, scouring winds<sup>UM</sup>, sequester, statue, teleport, true seeing, vision, vortex<sup>APG</sup>, waves of exhaustion, wind walk

8th level: Antimagic field, antipathy, demand, discern location, earthquake<sup>MA</sup>, frightful aspect<sup>UC</sup>, heal, mass charm monster, mass cure critical wounds, maze, mind blank, protection from spells, refuge, scintillating pattern, screen, sympathy, teleport object, walk through space<sup>UC</sup>, wandering weather<sup>UW</sup>

9th level: Astral projection<sup>UM</sup>, communal mind blank, cursed earth<sup>UM</sup>, dominate monster, etherealness, foresight, greater teleport, heroic invocation<sup>UC</sup>, mass heal, mass hold monster, storm of vengeance, tsunami<sup>APG</sup>, wail of the banshee, weird, winds of vengeance<sup>APG</sup>, world wave<sup>APG</sup>

**Legacy of Nature:** The scholar of legend uses their Wisdom to learn, prepare, and cast spells, and when determining their bonus spell slots from high ability scores. A scholar of legends who selects the legacy of nature casts spells drawn from the druid and ranger spell lists, rather than the bard spell list. If a spell appears on both the druid and ranger spell lists, the scholar of legends uses the lower of the two spell levels listed for the spell. For instance, reduce animal is a 2nd-level druid spell and a 3rd-level ranger spell, making it a 2nd-level spell for the purposes of this archetype. Likewise, detect poison is a 0-level druid spell and a 2nd-level ranger spell, making it a 0-level spell.

Instead of being able to be taught spells by other bards, a scholar of legends can learn spells from other scholar of legends' that selected the legacy of nature, from druids or rangers, or from other characters who cast spells using those spell lists.

**Restricted Schools:** The scholar of legends cannot select the school of the blade. This modifies the legendary bard's bardic schools class feature, but not for the purposes of archetype compatibility.





## WARRIOR POET

Skilled combatants trading blows is an art in and of itself, and warrior poets exemplify the performances that art entails. Warrior poets blend martial skill and magical performances, allowing them to bolster both themselves and their allies on and off the battlefield.

**Hit Die:** The warrior poet uses a d10 as their hit die from their legendary bard levels. This modifies the legendary bard's hit die.

**Base Attack Bonus:** The warrior poet's base attack bonus from legendary bard levels is equal to their class level. This modifies the legendary bard's base attack bonus.

**Weapon and Armor Proficiency:** A warrior poet is proficient with all simple and martial weapons, plus the whip. Warrior poets are also proficient with all armor (heavy, light, and medium) and shields (excluding tower shields). This modifies the legendary bard's weapon and armor proficiencies.

**Warrior's Performance (Ex):** The warrior poet chooses one weapon belonging to a fighter weapon group that is associated with a Perform skill (see below). They gain proficiency with this weapon, and may treat it as an instrument for its associated Perform skill (if that Perform skill requires an instrument). If the warrior poet is already proficient with this weapon or later becomes proficient with it, they gain Weapon Focus with that weapon as a bonus feat instead. In addition, the warrior poet's effective fighter level is equal to 1/2 their legendary bard level (minimum 1) for the purpose of qualifying for feats that specifically select weapons from those Perform skills' associated fighter weapon groups.

The types of Perform skills and their associated fighter weapon groups are: Act (close, double), Comedy (flails, thrown), Dance (monk, spears), Keyboard Instruments (hammers, siege engines), Oratory (heavy blades, light blades), Percussion (close, hammers, firearms), Sing (close, natural), String (axes, bows, crossbows), and Wind (monk, thrown).

This replaces the legendary bard's bardic spellcasting and cantrips class features.

**Restricted Schools:** The warrior poet cannot select the school of the mage. This modifies the legendary bard's bardic schools class feature, but not for the purposes of archetype compatibility.

**Warrior's Training:** At 4th level, and every three levels thereafter, the warrior poet gains their choice of another warrior's performance, or a combat feat of their choice.

## PRESTIGE CLASS: WANDERING MINSTREL



### INTRODUCTION

The wandering minstrel is a master of their art, able to seamlessly blend magic with their performances to produce amazing effects that alter the minds of their audience and the world around them. Wandering minstrels can arise from any class or walk of life, though are most commonly bards who wish to further specialize their innate talents. Performers are found in virtually every culture, but few perfect their arts to the point that they join the ranks of the wandering minstrel.

### REQUIREMENTS

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

**Skills:** Perform 5 ranks

**Special:** Bardic performance class feature or Amateur Performer feat

### CLASS FEATURES

The following are class features for the wandering minstrel prestige class.

**Weapon and Armor Proficiency:** Wandering minstrels gain no armor or weapon proficiencies.

**Bardic Performance (Su):** The wandering minstrel adds their class level to their legendary bard level when determining the effects of their bardic performances and when qualifying for the prerequisites of bardic performances (to a maximum of their character level). At each level, the wandering minstrel gains an additional 2 rounds of bardic performance each day, and learns a bardic performance of their choice.

**Performer's Expertise (Ex):** The wandering minstrel gains a +1 bonus to their Perform skill. This bonus increases by an additional +1 at 3rd level, and every two levels thereafter.

**Quickened Performance (Ex):** The wandering minstrel has trained to begin their performances more quickly than normal. They can choose to start an inspiration or a performance that requires a standard action to start as a move action. At 7th level, they may instead start them using a move or a swift action instead. If the wandering minstrel has levels in legendary bard, they can instead





Prestige Class		Hit Die: D8			
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+1	Bardic performance, performer's expertise, quickened performance
2nd	+1	+0	+1	+1	Aligned class, bardic performance
3rd	+1	+1	+2	+2	Bardic performance, versatile performance
4th	+2	+1	+2	+2	Aligned class, bardic performance
5th	+2	+1	+3	+3	Bardic performance, combat performance
6th	+3	+2	+3	+3	Aligned class, bardic performance
7th	+3	+2	+4	+4	Bardic performance, quickened performance
8th	+4	+2	+4	+4	Aligned class, bardic performance
9th	+4	+3	+5	+5	Bardic performance, versatile performance
10th	+5	+3	+5	+5	Aligned class, bardic performance, perfect performance

**Skills (2+ Int bonus per level):** Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), and Knowledge (nobility) (Int), Perform (Cha)

add their wandering minstrel and legendary bard levels together when determining the effects of the legendary bard's quickened performance ability.

**Aligned Class (Ex):** Wandering minstrels come from many backgrounds. At 2nd level, the wandering minstrel must choose a class they belonged to before gaining levels in this prestige class to be their aligned class. They gain all the class features for one additional level of their aligned class as if they had gained a level in it. They gain the class features of an additional level of their aligned class at 4th, 6th, 8th, and 10th levels. The wandering minstrel still retains the Hit Dice, base attack bonus, saving throw bonuses, and skill ranks of the prestige class.

#### WANDERING MINSTRELS WHO CHOOSE LEGENDARY BARD AS THEIR ALIGNED CLASS

Wandering Minstrels who choose legendary bard as their aligned class gain the rounds of bardic performance and gain new bardic performances from both their levels in the prestige class and from their aligned class levels in legendary bard.

For example, a Legendary Bard 5 / Wandering Minstrel 10 would have Cha+12 rounds of performances from legendary bard, 20 rounds of bardic performance from wandering minstrel, and then 10 rounds of bardic performance from their aligned class levels in bard. They would also have 3 bardic performances from their legendary bard level, 10 bardic performances from their wandering minstrel levels, and 2 bardic performances from their aligned class levels in bard.







**Versatile Performance (Ex):** At 3rd level, and again at 9th level, the wandering minstrel gains the benefits of the legendary bard's school of the performer ability.

**Combat Performance (Ex):** At 5th level, the wandering minstrel can take 10 on Perform skill checks even when threatened.

**Perfect Performance (Ex):** At 10th level, the wandering minstrel has mastered their craft and perform their art with utter perfection. When using the Perform skill to make money, the wandering minstrel always treats their Perform check as if it were a natural 20. The perfection of their performance earns the wandering minstrel more than the average performer. If they meet a DC of 40 with their Perform check, they earn 10d6 gp/day, if they meet a DC of 50 they earn 20d6 gp/day, if they meet a DC of 60 they earn 30gp/day. Meeting a DC of 40 or higher rapidly draws the attention of noble patrons, monarchs, and extraplanar beings. Meeting a DC of 60 or higher immediately draws the attention of extraplanar beings.

## NEW FEATS



*"Eh, it's not too impressive. You just need to keep your beat in a perfect rhythm with a progressive looping chord progression on top... then the golems just fall in line!"*

– Zadwick Sparkhands, renowned construct whisperer

### AMATEUR PERFORMER

**Prerequisites:** Perform 1 rank, no levels in a class that grants the bardic performance class feature.

**Benefits:** You gain a number of rounds of bardic performance each day equal to your Charisma modifier (minimum 1), and gain a bardic performance of your choice. You count as a 1st level legendary bard for the purposes of qualifying for and using this performance. In addition, you may use this feat to qualify for any feat that has the legendary bard's bardic performance as a requirement.

**Special:** If you later take levels in a class that grants you the bardic performance class feature, you may immediately retrain this feat for either the Extra Bardic Performance or [Extra Performance](#) feats.

### CLOCKWORK SPEAKER

**Prerequisites:** Bardic performance class feature, Knowledge (arcana) 5 ranks

**Benefits:** Your training has taught you to blend arcane arithmetic and mathematical chants into your performances, allowing them to affect creatures of the construct type with mind-affecting bardic performances and inspirations. However, doing so requires you to expend 1 additional round of bardic performance each round you start and maintain a performance augmented by clockwork speaker.

**Normal:** Construct creatures are immune to your mind-affecting bardic performances and inspirations.

### CONDUCTOR OF FILTH

**Prerequisites:** Bardic performance class feature, Knowledge (dungeoneering) 5 ranks

**Benefits:** Your familiarity with creatures of filth and corruption has granted you knowledge of how to influence them with your performances, allowing them to affect creatures of the ooze or vermin type with mind-affecting bardic performances and inspirations. However, doing so requires you to expend 1 additional round of bardic performance each round you start and maintain a performance augmented by conductor of filth.

**Normal:** Ooze or vermin creatures are immune to your mind-affecting bardic performances and inspirations.

### DIRGE SINGER

**Prerequisites:** Bardic performance class feature, Knowledge (religion) 5 ranks

**Benefits:** Through your studies of religious scripture you have learned to intone religious chants and prayers into your performances, allowing them to affect creatures of the undead type with mind-affecting bardic performances and inspirations. However, doing so requires you to expend 1 additional round of bardic performance each round you start and maintain a performance augmented by dirge singer.

**Normal:** Undead creatures are immune to your mind-affecting bardic performances and inspirations.

### "DO YOU KNOW WHO I AM?"

**Prerequisites:** Bardic renown or bardic notoriety class feature

**Benefit:** Whenever you speak to a creature who is unaware of your identity and is not hostile to you, you may ask if they know who you are. The creature must make a Wisdom check with a DC of 10 + 1/4 your legendary bard level + your Charisma modifier. If this creature fails this check, the creature's attitude shifts two stages towards helpful towards you for a number of minutes equal to your Charisma modifier. If the creature fails this check by 5 or more, it instead lasts for a number of hours equal





to your Charisma modifier. You cannot use this check while disguised, but you may remove your disguise as a part of asking the creature, causing it to take a -2 penalty on its check due to your showmanship.

### EXTRA BARDIC PERFORMANCE

**Prerequisites:** Legendary bard's bardic performance class feature

**Benefits:** You gain a bardic performance for which you meet the prerequisites.

**Special:** This feat can be selected multiple times, gaining a new bardic performance each time it is selected.

### EXTRA SCHOOL TRAINING

**Prerequisites:** Bardic school class feature.

**Benefits:** You gain the benefits of a single bardic school of your choice.

**Special:** This feat can be selected multiple times, gaining the benefits of a single bardic school each time it is selected.

### EXQUISITE ACCOMPANIMENT (TEAMWORK)

**Prerequisites:** Perform 5 ranks, bardic performance class feature

**Benefits:** If one of your allies within 30 feet with this feat is performing a bardic performance, you may accompany them as a standard action, duplicating the effects of their performance using your own statistics, but using their level to determine its effects. You must spend rounds of bardic performance as normal for starting and maintaining the accompanied performance, but don't need to know the performance yourself.

### PERFORMANCE FOCUS

**Prerequisites:** Bardic performance class feature

**Benefits:** Select a single bardic performance you know. Add +2 to the saving throw DC of the selected performance.

**Special:** This feat can be selected multiple times. Its effects do not stack. Each time you select the feat, it applies to a new bardic performance.

### PHILOSOPHICAL SPELLCASTING

**Prerequisites:** Bardic spellcasting class feature

**Benefits:** You use your Wisdom instead of your Charisma to learn, prepare, and cast spells, and when determining their bonus spell slots from high ability scores with your bardic spellcasting ability.

### SCHOLARLY SPELLCASTING

**Prerequisites:** Bardic spellcasting class feature

**Benefits:** You use your Intelligence instead of your Charisma to learn, prepare, and cast spells, and when determining their bonus spell slots from high ability scores with your bardic spellcasting ability.







## SUBTLE PERFORMANCE

**Benefits:** When you use a performance that is an enchantment, creatures that succeed on the saving throw have only a 50% chance to realize they succeeded on the saving throw (instead of it being automatic). If the creature fails the saving throw, or is affected by such a performance with no saving throw, the creature does not realize they are under the effects of the performance (even after the performance ends), and the Sense Motive DC to notice the creature is under the effects of an enchantment increases by 5.

**Normal:** Anyone who successfully saves against one of your enchantment performances notices the mental intrusion automatically, and automatically realizes the mental intrusion after the effect ends.

## VERDANT VOICE

**Prerequisites:** Bardic performance class feature, Knowledge (nature) 5 ranks

**Benefits:** You can combine traditional fey songs and chants into your bardic performances, allowing them to affect creatures of the plant type with mind-affecting bardic performances and inspirations. However, doing so requires you to expend 1 additional round of bardic performance each round you start and maintain a performance augmented by verdant voice.

**Normal:** Plant creatures are immune to your mind-affecting bardic performances and inspirations.

# NEW MAGIC ITEMS



*"You need to put your gong inside the hammer! That way you can keep playing while you smash them. It's just more efficient that way!"*

– Orug Hammersong, bardic weaponsmith.

## ACCOMPANYING INSTRUMENT PRICE 2,500 GP

**Slot** none; **CL** 7th; **Weight** see text

**Aura** moderate illusion

An accompanying instrument can be any hand-held masterwork instrument, determined at the time of its creation. When a character begins a bardic performance using an *accompanying instrument*, they can release it from their hands to cause a shadowy duplicate of themselves to appear and take hold of them instrument, continuing to play it and moving as the wielder of the *accompanying instrument* moves (even if they teleport or transport themselves via other methods of magical travel). This duplicate cannot be attacked or take damage. The duplicate continues to play until the user of the *accompanying instrument* stops maintaining their bardic performance, after which it disappears and the *accompanying instrument* appears in one of its wielder's free hands, or falls to the floor if they have no hands free.

## CONSTRUCTION REQUIREMENTS COST 1,250 GP

Craft Wondrous Item, exquisite accompaniment<sup>UM</sup>

## CENSER OF REMEMBRANCE PRICE 12,500 GP

**Slot** none; **CL** 7th; **Weight** 1 lb.

**Aura** moderate enchantment

This delicate censer is crafted from exquisitely shaped gold, silver, and platinum. It contains a bundle of incense that never expires, allowing it to continuously fill its surrounding area with a pleasant scent when lit.

The *censer of remembrance* can be used to cast the memorize page<sup>ACG</sup> spell an unlimited number of times per day. When using the censer to cast the spell, the user can store a maximum number of pages equal to half their total Hit Dice (minimum 1), rather than their Intelligence modifier. Repeated uses of this item can replace stored pages with new ones, if the user wishes to.

If the user has the ability to learn spells by storing them in their mind, such as a legendary bard with the bardic spellcasting ability, they can use the *censer of remembrance* to learn new spells without having to pay the material cost for doing so.

## CONSTRUCTION REQUIREMENTS COST 6,250 GP

Craft Wondrous Item, memorize page<sup>ACG</sup>







## NEW MAGIC WEAPON PROPERTIES



### **INSTRUMENTAL**    **PRICE +250 OR +500 GP (SEE TEXT)**

**Slot** none; **CL** 5th; **Weight** —

**Aura** faint transmutation

An *instrumental* weapon incorporates magically augmented instruments into its design, allowing it to be used as an instrument while it is wielded in combat. An *instrumental* weapon acts as a single type of masterwork instrument, chosen when it is first created, from the following list: keyboard, percussion, string, or wind. Each time the wielder makes an attack with an *instrumental* weapon, they gain a +1 circumstance bonus to perform checks made using the weapon until the beginning of their next turn. This bonus stacks with itself and the bonus provided from using a masterwork instrument.

An *instrumental* weapon may not necessarily be an instrument itself but could be a tool used to play an instrument, such as an *instrumental* club being used as a drumstick, or an *instrumental* rapier being used as a bow for a violin or fiddle. In such a case, the musical instrument associated with that weapon (using the above examples: a drum for the club or a fiddle for the rapier) is included as part of this enhancement, and must be used alongside the weapon to gain the bonuses from this enhancement. When an *instrumental* weapon is made in this way, it costs half as much as normal (250 gp) and requires a free hand to use and hold the instrument associated with the weapon.

### **CONSTRUCTION REQUIREMENTS**    **COST** 125 OR 250 GP

Craft Magic Arms and Armor, creator must be a bard

### **MELODIC**    **PRICE +1,000 GP**

**Slot** none; **CL** 7th; **Weight** —

**Aura** moderate transmutation

Whenever the wielder of this weapon is using their bardic performance class feature, attacks made with this weapon this weapon ignore up to 5 damage reduction except for DR/-.

### **CONSTRUCTION REQUIREMENTS**    **COST** 500 GP

Craft Magic Arms and Armor, creator must be a bard



## NEW MAGICAL WEAPON



### **SWORD STRING VIOLIN**    **PRICE 3,150 GP**

**Slot** none; **CL** 4th; **Weight** 5 lbs

**Aura** faint enchantment

This beautifully sharp masterwork violin is lined with sharp metal strings that seem to sing when played. Despite being a violin, it is also treated as a +1 *club* which deals slashing and bludgeoning damage and has a critical range of 19/20 with a x2 critical multiplier. If the wielder of this weapon is also wielding a light one-handed slashing weapon, they may use it to play the violin as though it was a bow (not the weapon). In addition, if the light one-handed





slashing weapon is at least of masterwork quality, it gains any enchantments that the sword string violin has and is treated as a club for the purpose of feats and abilities which specifically apply to clubs (such as Weapon Focus [club]).

Finally, if the wielder attacks with only the *sword string violin* or both a one-handed slashing weapon and the *sword string violin* in the same round, they can also play the violin as a free action (being able to draw and sheath a bow to play this instrument as a part of the action needed to play it), which may allow them to continue or begin a bardic performance. The strings of the *sword string violin* can be changed out with other types of metals, allowing it to bypass certain damage resistances, treating it as a club for the costs to do so.

**CONSTRUCTION REQUIREMENTS** COST 1,575 GP

Craft Magic Arms and Armor, *mage hand*

## SAMPLE LEGENDARY BARD



*"Come now, it wouldn't be a particularly fun job if there wasn't some sort of risk to it!"*

**AVEN ETTIENE**

**CR 5**

XP 1,600

Male human legendary bard 6

NG Medium humanoid (human)

Init +3; Senses Perception -1;

### DEFENSE

AC 20, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1 dodge, +1 shield)

hp 34 (6d8 +6)

Fort +6, Ref +6, Will +4 (+6 vs. charm and fear);

**Defensive Abilities** Well-versed (+4 saves against bardic performance, sonic, and language-dependant effects)

### OFFENSE

Speed 40 ft.

**Melee** +1 rapier +11/+11 (1d6+5/18-20)

**Ranged** *mwk shortbow* +10/+10 (1d6+4 20x3)

**Bard Spells Prepared** (CL 6th; concentration +9)

2nd (4/day)- [blur](#), [glitterdust](#) (DC 15), [sound burst](#) (DC 15), [tongues](#)

1st (5/day)- [charm person](#) (DC 14), [expeditious retreat](#), [grease](#) (DC 14), [vanish](#)<sup>APG</sup>

o (at will)- [dancing lights](#), [ghost sound](#), [mage hand](#), [mending](#), [message](#), [prestidigitation](#)

### TACTICS

**Before Combat** Aven has his Inspire Courage inspiration active (already included in his stat block) granting allies who can see or hear him a +2 competence bonus to attack and damage rolls, and a +2 morale bonus on saves against charm and fear effects. If he knows he is about to enter combat, he casts [blur](#) on himself and then the following round begins his allecratic allegro performance (already included in his stat block).

**During Combat** Aven tries to support his allies using his spells, shortbow, or rapier and isn't afraid to wade into melee combat if need be. Each round he uses his swift action to use his [Arcane Strike](#) feat (already included in his stat block). When using his rapier, if he believes he can easily strike the target he will use his [Piranha Strike](#) feat to take a -2 penalty on attack rolls to deal an additional +4 damage.







**Morale** Aven cares more for his life than his honor, and attempts to flee if reduced to 10 hit points or fewer.

#### STATISTICS

**Str** 10, **Dex** 16, **Con** 13, **Int** 12, **Wis** 8, **Cha** 16

**Base Atk** +4; **CMB** +4; **CMD** 17

**Feats** [Arcane Strike](#), [Blind-Fight](#), [Piranha Strike](#), Subtle Performance, [Weapon Finesse](#)

**Skills** Acrobatics +11, Bluff +12, Diplomacy +12, Knowledge (Arcana) +7, Knowledge (Dungeoneering) +7, Knowledge (Dungeoneering) +7, Knowledge (Geography) +7, Knowledge (History) +7, Knowledge (Local) +10, Knowledge (Nature) +7, Knowledge (Nobility) +7, Perform (String) +11, Perform (Sing) +12, Sense Motive +8, Spellcraft +10, Use Magic Device +10

**Languages** Common, Elven

**SQ** bardic performance (17 rounds/day. Standard action: allecratic allegro, charming performance, fascinate, soothe emotions), inspirations (inspire courage [+2], inspire competence [+3], inspire heroics [+2]), lore master (1/day), jack of all trades (can use all untrained skills, gain +3 to untrained class skills), school of the blade ([Piranha Strike](#))

**Combat Gear** *wand of cure light wounds (25 charges), potion of invisibility*; **Gear** +1 chain shirt, +1 rapier, masterwork buckler, masterwork lute, shortbow, 50 arrows, 150gp

Aven Ettiene was born into wealth and power, but choose to give it all up to see the world. Son of minor nobility, Aven grew up with anything and everything he desired.

He showed signs of skill with both music and magic at an early age and his parents provided him the best tutors, those same tutors eventually recommending his enrollment in the famous bardic College of Feldrime. Aven however always felt like something was missing from his life. He had a spark that wanted to ignite, with no fuel.

The schooling at the college improved his skills at a rapid pace, the teachers heaping praise upon the young would-be-bard... yet Aven grew bored. He would look out from the academy windows, watching the town of Feldrime and its people buzz and meander with a longing to be among them.

Over the years at the academy his mastery of the arts grew, but so did his desire to escape their walls. Upon his graduation he marched from the halls, onto the docks of Feldrime and boarded the first ship that left the town, off to ports unknown.

Aven is playful, adventurous, and outgoing. Filled with a wanderlust that cannot be quenched, Aven uses his bardic skills to fulfill the roles of adventurer, hero, and explorer as he provides his skills for any job he thinks might take him to some unknown land, discover a new experience, or save the needy from hardship. This often gets him into trouble, but he has always been fine with that risk. To Aven, life is an experience that he wants to make the most of, not something that should be hidden away and protected at all costs.





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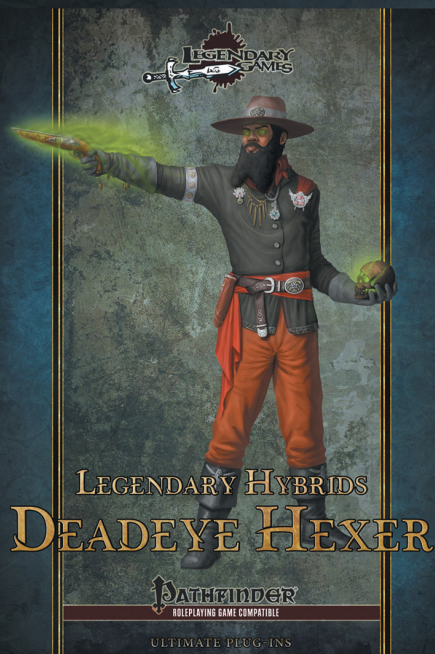
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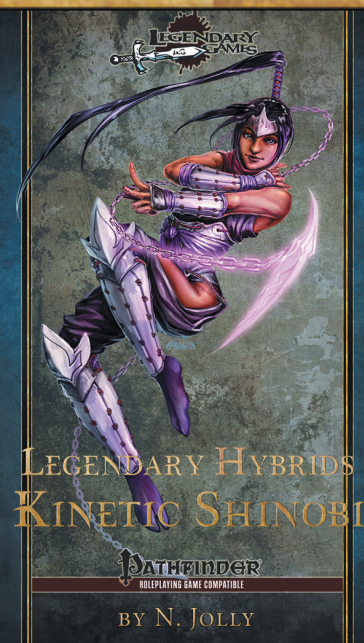
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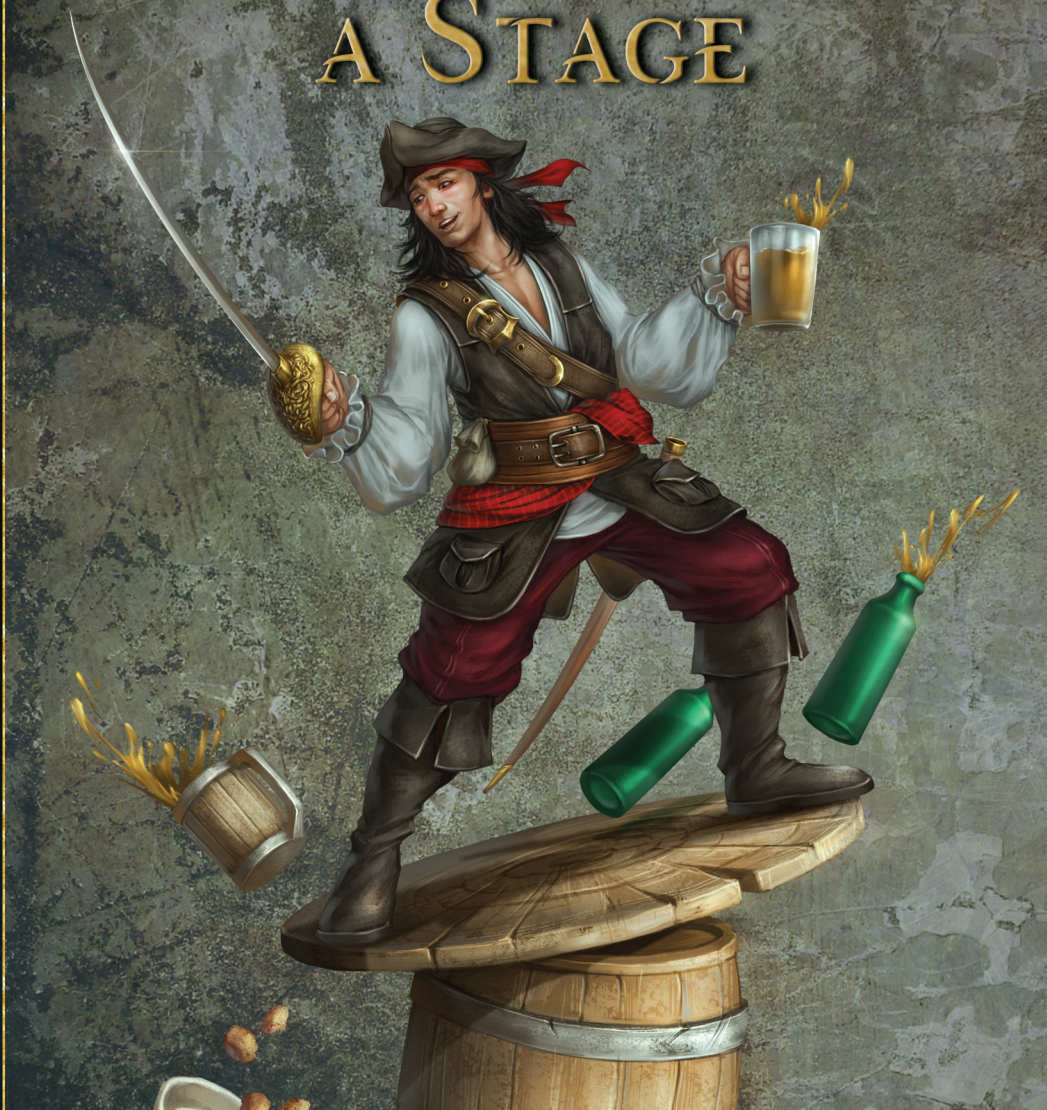
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