



BARDIC COLLEGES AND OTHER BARDIC TREASURES

by
STEVEN B. WILSON

Requires the use of the *Dungeons & Dragons*® *Player's Handbook*, v 3.5, published by Wizards of the Coast®

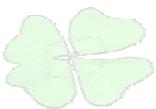


"d20 System" and the "d20 System" logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of this License can be found at www.wizards.com/d20, and at the end of this document. *Dungeons & Dragons*®, *Dungeon Master*®, and *Wizards of the Coast*® are Registered Trademarks of Wizards of the Coast, and are used with Permission. Musical instrument images are from *Lark in the Morning* and used with permission.

I began this as just a short post for somewhere on St. Patrick's Day 2002 (it seemed appropriate), but it grew.
For Glas Fabhcún

About the author: Steve Wilson teaches Business Communication and Leadership at the University of Oklahoma. He has played D&D in one form or another since 1975. He has a degree in English, a Masters in Human Relations, and too many hours in graduate English Medieval Lit to think about. He is a semi-professional storyteller and singer; he plays the guitar well, the bouzouki fairly well, the Irish folk harp, and the mandolin. He also had the great privilege of serving on WotC's Team Greyhawk from 1997-2000, and helped bring that setting back to a new audience. He has a lovely wife who doesn't game, but lets him game frequently, a son who is the best thing since sliced cheese, and who will game once he's old enough, and a cat, Sona Sidhe, who lives up to her name when she's not sleeping, and another cat, Boots, who torments her when she does.

March 7, 2004



Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: any specific original characters, monsters, creatures, and places; capitalized names and names of places, artifacts (except those being revised from earlier D&D presentations), countries, creatures, geographic locations, gods, historic events, magic items, organizations, spells, and abilities; and any and all stories, storylines, histories, plots, thematic elements, and dialogue; all spells originating in “Bardic Colleges Other Bardic Treasures” and all artwork, symbols, designs, depictions, illustrations, maps, and cartography, likenesses, poses, logos, or graphic designs; except such elements that already appear in final or draft versions of the d20 System Reference Document (e.g. Melf, Bigby, Tenser, Mordenkainen, Tasha, Evard, Otiluke, Rary, Drawmij, and Otto) or as Open Game Content below and are already OGC by virtue of appearing there. The above Product Identity is not Open Game Content.

Designation of Copyrighted Material: The photographs of the lute, harp, mandolin, cittern and lyre, shawm and flute belong to Lark in the Morning, from Larkinthemorning.com and are used with permission. This material is protected under the copyright laws of the United States of America. The specific Ogham font used throughout is from Curtis Clark (www.csupomona.edu/~jcclark/fonts/index.html), and is used in accordance with the directions on his homepage for not for profit use. The above permitted and fairly used copyrighted material is not Open Game Content.

Designation of Public Domain and Free Use Material with citations:

Picture of the Earth from NASA and NSSDC is from Apollo 17 mission NASA Photo ID: AS17-148-22727. This document is not endorsed by NASA. Other pictures are from <http://www.freeimages.co.uk/>, some have been modified by use of Kai's effects in PhotoStyler. Additionally, many of the triads herein are from www.lincolnu.edu/~focal/docs/triads/triads.html for some of these triads from Kuno Meyer, **The Triads of Ireland**, 1906. Additionally, the woodcut harpist image comes from <http://www.lordkyl.net/>

None of this material is Open Game Content.

Designation of Open Game Content from non-WOTC sources: The designation “Bardic Gift” and the “Satire” classed bard abilities (Belittle, Deride, Humiliate and Defame) and Bardic Sight are drawn from Fredrick Weining's Open Game Content material from his on-line “Bard of the Ancient Order: Initiates of the College of the Old Lore” (website not functioning).

Designation of Open Game Content: Subject to the Product Identity designation above, the following portions of “Bardic Colleges And Other Bardic Treasures” are designated as Open Game Content: the bardic college heroic overlays (only, the overlay itself is not OGC), all new skills, and feats; all spell parameters (range, etc.); the monster statistics and Combat text for the monsters and the new Longaevi Template; and anything else contained herein which is already Open Game Content by virtue of appearing in the System Reference Document or some other OGC source. ***Specific game related OGC that is new material is indicated by a small shamrock next to the title of the OGC element.***

Note, these are not the larger shamrocks on the corners that serve as border.

Some portions of this text which are OGC originate from the System Reference Document and are ©1999, 2000, 2001 and 2002 Wizards of the Coast, Inc. The remainder of these OGC portions of this book are hereby added to Open Game Content and if so used, should bear the COPYRIGHT NOTICE “The Bardic Colleges And Other Bardic Treasures” ©2004, Steven B. Wilson. This material is protected under the copyright laws of the United States of America. Any reproduction, retransmission, or unauthorized use of the non-Open Game Content herein is prohibited without express written permission from Steve Wilson, except for purposes of review or use of OGC consistent with the OGL. The viewer may print copies for his or her own personal use only. This document is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.





Table of Contents



BARDIC VARIANT	4
<u>Universal College features</u>	6
Ollaire	7
<u>COLAISTI DOERBAIRD</u>	7
Pochluc College	7
MacFuirmiDh College	9
Dos College	10
<u>COLAISTI SOERBAIRD</u>	11
Cana College	11
Cli College	12
Anruth College	13
<u>ARO-PILIDH</u>	15
Ollamh	15
New Skills	17
New feats	17
VARIANT BARD SPELL LIST	18
Modified Spells	23
New Spells	24
Comprehend Motivation	24
Counsel's Voice	24
Diarmuid's Light-hearted Laughter	24
Diplomatic Impasse	25
Discern Leader	25
Fionbhar's Annoying Jig	25
Fionbhar's Lament	25
Fionbhar's Lullaby	25
Fionbhar's Reel	25
Follow Intrigue's Path	26
Gift of Gab	26
Glam Dicin	26
Historia Recitato	26
Lure of the Piper	27
Misconstrue	27
Music of the Spears	27
Music of the Spheres	27
Oisson's Gate	28
Poet Tree	28
Poetic Justice	28
Riddle Me This	28
Riddle of Dooms	28
Saga's Hero	29
Sharps and Flats	29
Song of the Fey	29
Spell Instrument	29
Tale Snare	30
The Hills are Alive...	30
To Be or Not To Be	30
Tongue of Silver	30
Twisted Tongue	31
Ultimate Shout	31
Without Rhyme or Reason	31
Yarnspinning	31
Additional Notes on Bard Master Songs	31
<u>The Ogham</u>	34
<u>BARDIC ERRATA</u>	35
DM MATERIAL	36
DM Table of Contents	36
heroic overlays	43
Thanks and OZO & OZL	46
Sample Bard	49





BARDIC VARIANT:

The "Old Lore" Bardic Colleges



In the ancient times were the druids and the elves. Both moved to the music of nature. The elves spoke with trees, and the druids too, learned the languages of the beasts they tended. To honor that music, and to honor those first words with the creatures of the earth, the elves and druids worked together to establish institutions that would honor song, wood and word: the colleges of the bards.

Like the druids, the colleges followed the way of the wood, like elves, they delighted in magic, and song, and like rangers, their brethren, they were hardy in battle and stealth.

As the triads say, "Three things are excellent for anyone: valor, learning, and discretion." Members of the bardic colleges strive to develop each.

Adventures: A bard of the Old Lore Colleges adventures for many reasons. Those in the lower colleges adventure to learn new songs and tales, to deliver messages, to find new magic and to see the world. They like traveling with heroes so that they may take note of their actions and, perhaps, compose a song or tale that will spread their own fame.

Bards of the middle ranking colleges often travel seeking verification of historical or mythological accounts, or to serve as diplomats. They also frequently travel with chiefs, princes, or kings to act as heralds, and recorders of great deeds.

Bards of the highest ranking colleges travel to act as arbiters and judges, and, ultimately, to teach lower ranking bards. They also undertake great quests to recover the highest levels of bardic magic, legends and performance.

Characteristics: College bards are uniquely flexible. They fight almost as well as fighters, and have access to armor, they also maintain access to many skills that a rogue has. Bards develop a broad array of knowledge, from formal fields, to a vast repository of tales and stories, and information about local people and events.

They also have access to magic. For bards, magic comes from the soul and genius of the bard, not from books. However, bards still study: music, tales, history, politics and law. Culture and nature are the bard's primary classrooms. While enchantment and illusions are common for lower level bards, higher-level bards draw more heavily from magic related to music, oratory, and justice, and, of course, magic learned at the tutelage of druids.

Bardic Colleges: Druids and Ollamh bards oversee this ancient organizational structure. Both druids and Ollamh bards act as formal and informal teachers within the organization.

This institution should not be seen as a "college" in the modern sense, but rather a loose guild structure of people who maintain information and training in a traditional, stratified format; the colleges are people, not places.

Meetings and tutelage can be in informal halls, in the abode of an Ollamh, or in the grove of a druid. Sometimes teachers work with small groups, and other times, with individuals, depending on the needs of the college, the training track of the student, and the desire (or whim) of the instructors.



Members of the colleges often undertake dangerous journeys to increase knowledge and lore, both for the "storehouse" of knowledge of the bardic colleges, and for personal use.

Bards of different colleges do not generally fraternize nor travel together. The nature of the colleges tends to be segregated. This system has arisen to insure that those less ready to be trained will not utilize the powers, nor take the "secret" learning and spread it before they are ready themselves. Bards tend to be secretive about the specific training of their college (or previous colleges). This has much to do with protecting the traditions and keeping the bardic college system pure of influence of other academic or popular infiltration. It also has a little to do with professional pride.

There are eight grades of bards in the college system, and seven colleges. Colleges indicate the increasing power and responsibility of the bard. The colleges also represent the focus of bardic training.

College affiliation represents a bard's training through groupings of skills and special abilities and their use, spell groupings, and alignment.

A word on the colleges

Bardic colleges represent a new approach to D&D classes called "Heroic Overlays." These work much like monster "Templates." Heroic Overlays build on core classes, but work subtle changes on the class (in a balanced and unified manner) to provide a specific flavor to the campaign. More on this will be presented at the end of this piece.

BARD COLLEGE SKILLS

See individual colleges for skill acquisition while a member of each college. A bard only has access to the skills of his present college, and skills he has already taken skill slots in from previous colleges (or other classes). Skills that are offered by previous colleges are considered cross-class, if the bard hasn't purchased any slots in them.

GAME RULE INFORMATION

College bard has the following game statistics.

Abilities: Charisma determines how powerful a spell a bard can cast and how hard those spells are to resist. To cast a spell, the bard must have a Charisma score of 10+ the spell's level. The Difficulty Class of a saving throw against a bard's spell is 10+ the spell's level plus the bard's Charisma modifier. Charisma, Dexterity and Intelligence are important for many of the bard's class skills.

Alignment: See individual colleges below. If a bard breaks alignment for a college, he can advance, but he will not gain any special abilities for that college.

Experience and Level-Dependent Benefits: As normal. Presented in Chapter 3 in the under Level –Dependent Benefits in the *PHB* (Table 3-2).

Hit Die: d6

STANDARD BARD FEATURES

All of the following are features of the Bardic Colleges.

Weapon and Armor Proficiency: College bards have simple weapon proficiency. Bards additionally gain proficiency with one of the following: broadsword, longbow, composite longbow, longsword, sap, scimitar, short composite bow, short sword, shortbow, or whip.

Bards are proficient with light armor and medium armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. In addition, Swim checks suffer a –1 penalty for every 5 lbs. of armor or equipment carried. Like other arcane spellcasters, a bard can cast spells

while wearing armor (or using a shield should he gain the feat), but only suffers a chance of spell failure if the spell in question has a somatic component.

Spells:

A bard casts spells without memorizing them beforehand or keeping a spell book.

The Difficulty Class for a saving throw against a bard's spell is 10+ spell level + bard's Charisma modifier.

Spells Known and Spells per Day are as for standard bard. Spell Exchange also works as for the standard bard.

Other: Anything not specifically addressed in the Bardic College heroic overlays, or supplemental information (as in spell branches), operates as for the standard bard in the Player's Handbook.

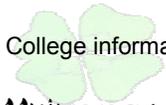
Table 1: Bardic College Overlays

College Level	College	Bard Class Level	Studies	Strictures	Other
(Probationer)					
0	Ollaire	1 st	Bardic Gifts: Fascinate, Countersong Weapon Tutored Magic: Cantrips	Alignment: any Bardic Gift Use/Day: 1 Skill Set	Deaf Failure %: 20
(Colaisti Doerbaird: Lower Colleges)					
1	Fochloc	2 nd – 4 th	Bardic Gifts: Courage +1, Competence, Lampoon; Bardic Knowledge Druidic Craft: <i>Speak Language (Druid's Cant)</i> Magic: 2 Branches (Athraigh and Ceol)	Alignment: any Bardic Gift Use/Day: 3 Skill Set	Deaf Failure %: 19
2	MacFuirmidh	5 th – 7 th	Bardic Gifts: Suggestion, Belittle Bardic Knowledge Druidic Craft: <i>Wild Empathy</i> Magic: 3 rd Branch (player's choice**)	Alignment: any Bardic Gift Use/Day: 5 Skill Set Speak Language	Deaf Failure %: 18 Spell Exchange: Cantrip
3	Dos	8 th – 10 th	Bardic Gifts: Greatness, Derision, Courage +2 Bardic Knowledge Druidic Craft: <i>Resist Nature's Lure</i> Magic: 4 th Branch (player's choice**)	Alignment: any Bardic Gift Use/Day: 7 Skill Set	Deaf Failure %: 17 Spell Exchange: Up to 1 st level
(Colaisti Soerbaird: Honored Colleges)					
4	Cana	11 th – 13 th	Bardic Gifts: Entreat Sylvan Ally Bardic Knowledge Druidic Craft: <i>Wild Shape</i> Magic: 5 th Branch (player's choice*)	Alignment: Any Neutral Bardic Gift Use/Day: 9 Skill Set	Deaf Failure %: 16 Spell Exchange: Up to 2 nd level
5	Cli	14 th -16 th	Bardic Gift: Song of Freedom, Courage +3 Bardic Knowledge Bonus Language Magic: 6 th Branch	Alignment: Any Neutral Bardic Gift Use/Day: 11 Skill Set	Deaf Failure %: 15 Spell Exchange Up to 3 rd level
6	Anruth	17 th -19 th	Bardic Gift: Heroics, Satirize Bardic Knowledge Bardic Sight Magic: 7 th Branch	Alignment: N, LN, NG, NE Bardic Gift Use/Day: 13 Skill Set	Deaf Failure %: 13 Spell Exchange Up to 4 th level
(Ard-Filidh: Chief Poets)					
7	Ollamh	20 th	Bardic Gift: Courage +4, Mastery, Mass Suggestion; Druidic Craft: <i>A Thousand Faces</i> Master Songs* Magic: 8 th Branch	Alignment: N, LN, NG, NE Bardic Gift Use/Day: 15	Deaf Failure %: 10 Spell Exchange: Up to 4 th level (Master Songs can't be exchanged)

* Ollamh bards gain the capacity to cast some high level spells, see Ollamh entry, Master Songs, for explanation

** Player's Choice, but a bard of the colleges must take the Freamh branch at some point prior to graduating from the Cana College.

**** % chance to fail a Bardic Music Ability or Spell Casting use if deafened.



College information and descriptions follow.

Universal College Features

Studies: The special abilities affiliated with particular Bardic Colleges, this includes Bardic Gifts, Bardic Knowledge, Druidic Craft, Bardic Sight, and Bardic Branches (Magic).

"There are three ancient strains of bardic music: Lulling to sleep, languishing in sorrow, and bursting in laughter."
(Irish Triad)

BARDIC GIFTS

The Bardic Tradition speaks of three strains of music: one for laughter, one for tears, and one for sleep. These represent the three forms of the **Bardic Gifts**: Sleep represents the gifts that enchant or *Enrapture*, Laughter represents *Inspiration*, and Sorrow, *Satire*. *Enrapture* gifts attract the attention of others so that they behave in some fashion of the bard's choosing, *Inspiration* gifts improve some aspect of others (or in some instances, the bard) including combat, resistances, or performance of tasks, and *Satire* gifts directly causes negative effects on those whom the bard satirizes. Each of these gift types draw on a combination of Skills related to Bardic prowess. *Enrapture* gifts draw on a bard's Performance and Diplomacy skills, *Inspiration* gifts require ranks in Perform and a check in that skill for success. *Satire* requires a Bard have ranks Performance and Intimidate for success.

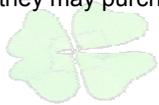
Bardic gifts are the equivalent of bardic music for the standard bard. *Inspiration* and *Enrapture* gifts require the singing while playing an instrument, recitation of poetry, chanting, singing lyrical songs, or singing melodies (fa-la-la, and so forth), whistling, or playing an instrument in combination with some spoken performance. *Satire* gifts require a verbal performance (recitation, oratory, poetry, storytelling, dramatic presentation) with or without instrumental accompaniment. Each ability requires both a minimum of number of ranks (in Perform, Intimidate or Diplomacy, depending on the gift). If a bard does not have the required number of ranks in at least one Perform skill (and in Intimidate or Diplomacy, where necessary), he does not gain the bardic gift abilities until he acquires the needed rank.

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

Strictures: This includes areas where the college limits or strictures the bard, including Spell use, Alignment, Bardic Gift uses per day, and the Skills which a bard of a particular college may learn.

ARMOR STRICTURES

College Bards do not gain automatic use of shields, although they may purchase the feat which allows this.



COLLEGE PACT



A College Pact is the agreement the bard makes with a particular college. Violation of this pact results in the expulsion of the bard from the college (forced violation via blackmail, spell, etc. is not result in expulsion if the bard can counteract or makes a good effort to counteract the effects of his behavior after the fact.)

SPELL STRICTURES

I. All bard spells have a verbal component (singing or reciting a story, lay, ballad, etc.), a somatic component (playing an instrument) or a verbal and somatic component (singing or reciting, combined with playing an instrument).

II. College Bards differ from other spell casters, including other bards, because of the performance aspect of their magic. A bard must make a Perform check (DC equals 15 + 2x spell level) to successfully cast a spell. Some bonuses may affect this. A roll of 1 always fails, and failure expends the spell to no effect. A bard may not take 10 or take 20 on this check.

Perform Check DC

Spell Level Performance DC							Master Spells*
0	1	2	3	4	5	6	(7)
15	17	19	21	23	25	27	30

*Master Spells are more difficult than normal progression.

III. If a spell normally requires an expensive material component, a bard pays an X.P. amount equal to 1 X.P. per 10 G.P. value of the item needed for the spell (this is in addition to any other X.P. cost for the spell). The bard pays this in lieu of having to have the component. Additionally, the bard's instrument must at least equal the value of the component needed in order for him to cast the spell.

IV. Spells requiring a focus always have a Somatic (playing) component, even if not listed. In order to cast a spell that requires an expensive (priced) focus, the bard's instrument must cost at least as much as the price for the spell's focus.

V. A bard casts arcane spells from the bard list (page 13) according to *Table 1: The Bard*

College Requirements

(all colleges)

Bards report any new or unusual information they find while on journeys to their teachers. In addition, they must be ready at a moments notice to fulfill missions required by their College or teachers (as diplomats, explorers, message carriers, spies, etc.).

Bards maintain a strict connection with their college after the Ollaire phase, and don't generally fraternize with those of other colleges. Bards of the honored colleges might travel together, but pride of professional status and territory often cause conflict. Under no circumstance will these bards associate with bards of the lower colleges socially.

Ollaimh (pl.) are the exception to this behavior. These bards will freely aid lesser bards with wisdom and teaching, if not often with actual physical or magical help. For as the triads teach, "Three things of which one who is wise may boast: their understanding, their handicraft, and that which they have



mastered.” If the Ollaimh interfere too heavily, they would not be allowing the lesser bards to acquire true mastery.

Ollaimh should be available to teach, or act as administrators, but are usually self-determining with regard to other matters. Additionally, all bards are required to pay a “college support fee” of no less 25gp a month per college level. This money helps outfit expeditions, pay unexpected costs, and pay for bardic gatherings and contests.

College Descriptions

Ollaire ("principle beginner") (1st level)

The Ollaire (pl.), actually, belong to no college, but are considered potential candidates for the Fochloc College, and therefore are held in higher esteem by bards than freebooting minstrels and troubadours. An Ollaire is the least trained of the bards, but the most likely to live on the lam and off his wits. It is at this level that bards have the most likelihood of picking up “roguish” qualities, expressed by skills. He also learns extra weapon prowess to defend his sharp tongue.

College Features

Studies:

BARDIC GIFT

Once per day, an Ollaire can use his song or poetics to produce magical effects on those around him. (Deafness failure rate: 20%)

Enrapture: *Fascinate* (Sp)

An Ollaire bard with 3 or more ranks in Perform and 1 or more ranks in Diplomacy may use his song or poetics to cause a single creature to become *fascinated* with him. The creature to be *fascinated* must be able to see and hear the bard and must be within 90 feet. The bard must also see the creature. The creature must be able to pay attention to the bard. The distraction of nearby combat or other dangers prevents the ability from working. The bard makes a Perform check and the target can negate the effect with a Will saving throw equal to or greater than the bard’s check result. If the saving throw succeeds, the bard cannot attempt to *fascinate* that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the song for up to 1 round per level of the bard. While *fascinated*, the target’s Spot and Listen checks suffer a –4 penalty. Any potential threat (such as an ally of the bard moving behind the *fascinated* creature) allows the *fascinated* creature a second saving throw against a new Perform check result. Any obvious threat, such as casting a spell, or drawing or aiming a weapon to threaten the *fascinated* target automatically breaks the effect.

While *fascinating* (or attempting to *fascinate*) a creature, the bard must concentrate, as if casting or maintaining a spell. *Fascinate* is a spell-like, mind-affecting charm ability.

Inspiration: *Countersong* (Su)

In addition to earlier abilities, a bard in this college with 3 or more ranks in Perform can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). As with inspire courage, a bard may

sing, play, or recite a countersong while taking other mundane actions but not magical actions. Each round of the countersong, the bard makes a Perform check. Any creature within 30 feet of the bard (including the bard) who is affected by a sonic or language dependent magical attack (such as *sound burst* or *command*) may use the bard’s Perform check result in place of his saving throw if, after rolling the saving throw, the Perform check result proves to be better. The bard may keep up the countersong for 10 rounds. Countersong is a supernatural ability.

SPELL ACCESS

Cantrips

WEAPON TUTORED

Ollaire gain an additional proficiency with one of the following: broadsword, longbow, composite longbow, longsword, sap, scimitar, short composite bow, short sword, shortbow, or whip in addition to the normal bard starting weapons.

Strictures:

ALIGNMENT

Any

SKILLS

Balance, Bluff, Climb, Craft, Diplomacy, Escape Artist, Gather Information, Hide, Jump, Knowledge (Local), Listen, Move Silently, Perform, Profession, Sleight of Hand, Speak Languages, Survival, Swim, Tumble

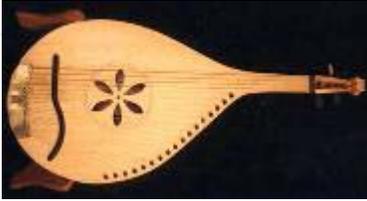
COLAISTI DOERBAIRD (Lower Bard Colleges)

These are the “common” colleges. The bards making up these colleges are in their early learning stages, and careers. They are held by the “honored” colleges to be of lesser worth, lacking in both skill and knowledge. Bards of these colleges do not often fraternize with each other (except, maybe, at bardic revels, or competitions).

Fochloc College ("Boaster") (Levels 2-4)

REQUIREMENT: Completion of one level as Ollaire.

Those in the Fochloc College focus on learning the introductory knowledge important to a trained bard. This bard is a bit of a rover, developing skills within his college and trying to utilize some of the performance skills, people skills and academic skills he has garnered. These bards are often sent to deliver messages, or to gather lore and information from nearby towns, villages, and ruins. 3rd- level Fochloc are called “Tamhan” (Poet’s Attendant) and 4th- level Fochloc are called “Driscac” (Apprentice Satirist)



Fochluc Bandore

College Features

Studies:

BARDIC GIFT

A Fochloc bard may use his songs or poetics to produce a Bardic Gift effect three times a day. (Deafness failure rate: 19%)

Inspiration: *Courage* (Su)

In addition to *Fascinating*, a Fochloc bard with 3 or more ranks in Perform can use his music or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts as long as the bard sings or recites and for 5 rounds thereafter (or for 5 rounds after the ally can no longer hear the bard). While singing or reciting, the bard can fight and move, but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate items by magic word (such as wands). Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. An additional +1 to this ability is granted upon entering the Dos, Cli, and Ollamh colleges. Inspire courage is a supernatural, mind-affecting ability.

Inspiration: *Competence* (Su)

A Fochloc bard with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally. Depending on the task that the ally has at hand, the bard may use his bardic music to lift the ally's spirits, to help him or her focus mentally, or in some other way. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. The DM may rule that certain uses of this ability are infeasible—chanting to make a rogue move more quietly, for example, is self-defeating. The effects last as long as the bard concentrates, up to a maximum of 2 minutes (per bardic gift use). A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Satire: *Lampoon* (Su)

A Fochloc bard with 3 or more ranks in a Perform skill, and 1 or more ranks in Intimidate can use his rhetoric, verse or song to cause one chosen enemy who fails a Wisdom check to focus his attacks solely on the bard while the bard continues his lampoon. The attacker additionally receives a -2 on attacks, and a -1 on any checks that require concentration. Lampoon is a supernatural mind affecting ability.

BARDIC KNOWLEDGE

Bardic Knowledge: While in this college bards gain the bardic knowledge ability. A bard picks up a lot of stray knowledge while wandering the land and learning stories from other bards. A

bard may make a special bardic knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about the local notable people, legendary items, or noteworthy places. This check will not reveal the powers of a magic item, but may give a hint as to its general function. The bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM will determine the Difficulty Class of the check by referring to the table below.

Additionally, bards reaching this college gain a +1 competence bonus on their check to know information about information about and from legends, stories, folktales, songs, lays, and ballads of areas in which he has traveled and is familiar.

DC	Type of Knowledge	Examples
10	Common, known by at least a substantial minority of the local population	A local mayor's reputation for Drinking; common legends about a powerful place of mystery
20	Uncommon but available, known by only a few people in the area.	A local priest's shady past; legends about a powerful magic item.
25	Obscure, known by few, hard to come by	A knight's family history; legends about a minor place of mystery or magic item.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge	A mighty wizard's childhood nickname; the history of a petty magic item.

Increases in competency are gained with each college.

DRUIDIC CRAFT

Language (Druidic): In this college, bards are taught the secret druidic language. This begins the extensive language training of bards, and introduces them to the Ogham.

SPELLS

Access to Branches Athraigh and Ceol.

Strictures:

ALIGNMENT

Any

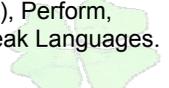
COLLEGE PACT

A Fochluc bard may not leave off studying in the college until he has completed its curriculum of the college (by advancing to 5th level). Any Fochluc bard leaving the school (to advance in other classes) prior to this loses all bardic Fochluc special abilities, and will not be allowed to return to the college.

A Fochluc bard will not adventure with Ollaire, or with non-college bards.

SKILLS

Any previously taken in a Ollaire and Craft, Decipher Script, Gather Information, Intimidate, Knowledge (Local), Perform, Profession, *Rote Memory*, Sense Motive and Speak Languages.



MacFuirmidh college

("Son of composition")
(bard levels 5-7)



REQUIREMENTS: A bard entering the MacFuirmidh College must have completed the Fochloc College.

These bards travel extensively collecting tales, stories and songs, and sharing what they find and learn with many communities. These are the bards that first experience of being hosted by high-ranking families in small thorps and villages in return for music, and tales of the road. This bard has more surety of survival than those in the lower college.

These bards often get caught up in the romantic myth of their position, and so often run afoul of the parents and guardians angered by the bard's dalliances with love struck wards.

College features

Studies:

BARDIC GIFTS

A MacFuirmidh bard may use his song or poetics to produce Bardic Gift effects five times a day. (Deafness failure rate: 18%)

Enrapture: *Suggestion* (Sp)

In addition to previous abilities, a MacFuirmidh bard with 6 + ranks in a Perform skill and 3 ranks in Diplomacy can make a *suggestion* (as the spell) to a creature that he has already *fascinated* (see above). The *suggestion* does not count against the bard's daily limit on bardic music, but the *fascination* does. A Will saving throw (DC 14 + the bard's Charisma modifier) negates the effect. *Suggestion* is a spell-like, mind-affecting charm ability.

MacFuirmidh
Cittern



Satire: *Belittle* (Su)

A bard with 6 ranks in a spoken Perform skill, and 3 or more ranks in Intimidate can belittle his or her opponents. To be affected, an opponent must hear the bard's Satire for a full round. The effect lasts as long as the bard Satirizes and for 5 rounds after the bard stops (or 5 rounds after the opponent can no longer hear the bard). While Satirizing, the bard can fight but

cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Affected opponents receive a -2 morale penalty to saving throws against charm and fear effects and a -1 morale penalty to attack and weapon damage rolls. *Belittle* is a supernatural, mind-affecting ability.

DRUIDIC CRAFT

Wild Empathy (Ex)

A bard in the MacFuirmidh college can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or monitor lizard). This ability functions just like a Diplomacy check to improve the attitude of a person (see Skills: Diplomacy in the *Player's Handbook*). The bard rolls 1d20 and adds his bard level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the bard and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The bard can also use this ability to influence a magical beast with an Intelligence score of 1 or 2 (such as a basilisk or girallon) but he takes a -4 on the check.

SPELLS

A Macfuirmidh bard has access to previous branches known and one additional branch of choice.

Strictures:

ALIGNMENT

Any

ARMOR

A bard may not wear metal armor when attempting to use his Wild Empathy ability, nor may he wear metal armor if to cast spells from the Freamh branch of magic if he has chosen that branch.

COLLEGE PACT

A MacFuirmidh bard may not leave off studying in the college until he has completed its curriculum of the college (by advancing to 8th level). Any MacFuirmidh bard leaving the school (by advancing levels in another class) prior to this loses all bardic MacFuirmidh special abilities, and will not be allowed to return to the college.

A MacFuirmidh bard will not adventure with lower college level bards or with non-college bards.

SKILLS

Previous college skills purchased and Craft, Diplomacy, Gather Information, Intimidate, Knowledge (Local), Knowledge (Geography), Knowledge (Literature), Perform, Profession, *Rote Memory*, Speak Languages, *Tonal Memory*



SPELLS

A bard must take the Freamh branch of magic sometime prior to attaining Cli college. Failure to do this halts bardic college progression.

Dos College ("Sheltering Tree")

(Levels 8-10)

REQUIREMENTS: A bard entering the Dos College must have completed the MacFuirmidh College.

Bards of the **Dos College** began to seriously study magic and charms. This is reflected especially in their skill choice.

College Features

Studies:

BARDIC GIFT

A Dos bard may use his songs or poetics to produce a Bardic Gift effect seven times a day. (Deafness failure rate: 17%)

Inspiration: *Courage +2* (Su)

As **Inspiration: *Courage***, but with an additional +1 bonus.

Inspiration: *Greatness* (Su)

A bard of the Dos college with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every additional college rank earned, the bard can target one additional ally with a single use of this ability (two in Cana, four in Cli, etc.). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus HD (d10's), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells such as *sleep*. Inspire greatness is a supernatural, mind-affecting ability.

Satire: *Deride* (Su)

A bard with 9 or more ranks in a spoken Perform skill, and 6 or more ranks in Intimidate can reduce an opponent's success at a task. The opponent must be able to see and hear the bard and must be within 30 feet. The bard must also see the creature. As with belittle, a bard may sing, play, or recite Satires while taking other mundane actions, but not magical actions. The opponent gets a -2 competence penalty on his skill checks with a particular skill as long as he or she continues to hear the bard's Satire. The DM may rule that certain uses of this ability are infeasible. The bard can maintain the effect for 2 minutes per bard-level. Deride is a supernatural, mind-affecting ability.



Image: <http://www.freeimages.co.uk/>

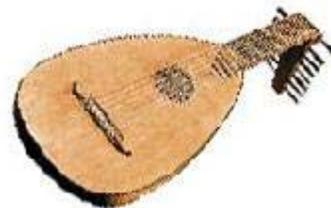
BARDIC KNOWLEDGE

Bards of Dos College gain a +1 competence bonus to know information about magic items, odd spells, etc. This is cumulative with previous college bonuses, e.g. a bard working with a magic item that is also mentioned in a local ballad with which he is familiar gets a +2 bonus.

SPELLS

A Dos bard may cast spells from one new branch of choice, in addition to previous branches.

Dos Lute



DRUIDIC CRAFT

Resist Nature's Lure: In Dos College, a bard gains a +4 bonus to saving throws against the spell-like abilities of fey creatures (such as dryads, nymphs, and sprites).

Strictures:

ALIGNMENT

Any

ARMOR

A bard may not wear metal armor when while casting spells from the Freamh branch of magic if he has chosen that branch.

COLLEGE PACT

A Dos bard may not leave off studying in the college until he has completed its curriculum of the college (by advancing to 11th level). Any Dos bard leaving the school (by advancing levels in another class) prior to this loses all bardic Dos special abilities, and will not be allowed to return to the college.

A Dos bard will not adventure with lower college bards, or non-college bards.

SKILLS

Previous college skills purchased and Alchemy, Craft, Concentration, Craft, Intimidate, Perform, Profession, *Rote Memory*, Scry, Speak Languages, Spellcraft, *Tonal Memory*, and Use Magic Item.

SPELLS

A bard must take the Freamh branch of magic sometime prior to attaining Cli college. Failure to do this halts bardic college progression.

"There are three duties of a Bard: to teach their people to live fearlessly, to teach their people how to avoid unwanted attention of the gods, outsiders and fey, and to teach their people of Laws and Nature." (Triad)

COLAISTI SOERBAIRD

(HONORED BARD COLLEGES)

The honored bard colleges Cana, Cli and Anruth, are very accomplished in knowledge, and reaching the zenith of their careers. They are very much aware of their position and of their secret druidic relation and trust. Although they might come together at social events, members of these colleges rarely travel together, and are often extremely competitive with regard to standing. Bards of the higher ranking honored colleges will not even compete with bards of lesser honored colleges unless directly ordered to do so by an Ollamh, a druid of higher rank, or a direct superior in the bard's social setting (e.g. lord of the household to which the bard is attached).

CANA COLLEGE ("CUB")

(Levels 11-13)

REQUIREMENTS: A bard entering the Cana College must have completed the Dos College.

Bards of **Cana College** study history, myth and religion, as well as becoming more immersed in druidic study. A shift towards neutral alignment reflects this study. Bards failing to make this alignment change do not gain *Wild Shape* abilities. These bards also often serve as leaders of scouting parties and skirmish groups.



Image: U. S. Fish and Wildlife Service by Bob Savannah

COLLEGE FEATURES

Studies

BARDIC GIFTS

A Cana bard may use his song or poetics to produce Bardic Music effects nine times a day. (Deafness failure rate: 15%)

Enrapture: *Entreat Sylvan Ally* (Su)

In addition to previous bardic gifts, if a Cana bard has 9 ranks in a Perform skill and 6 or more ranks in Diplomacy, he may attempt to persuade an animal or fey creature is within hearing distance to act as an ally (as *Summon Nature's Ally III*). The bard must entreat for a full round, uninterrupted. However, he may take other non-magical actions during this time. The sylvan or fey creature so entreated make a Will save throw (DC 15 + the bard's Charisma modifier) to determine if it helps. If the creature helps, it receives the *inspire courage* benefits, with no further action necessary on the part of the bard. In this instance, the sylvan being is literally choosing to come under the bard's command, if its save fails. Entreat sylvan ally is a supernatural mind affecting ability.

Satire: *Humiliate*

A Cana bard with 12 or more ranks in a spoken Perform skill and 9 or more ranks in Intimidate, and can humiliate another creature. For every three levels the bard attains beyond 9th, the bard can humiliate one additional creature. To humiliate, the target creature must hear the bard's Satire for a full round, as with belittle. The creature must also be within 30 feet. A humiliated creature temporarily loses Hit Dice, as well as suffering attack and saving throw penalties as long as he or she continues to hear the Satire and for 5 rounds thereafter. (All

these penalties are competence penalties.)

The target creature suffers the following penalties:

- * -2 Hit Dice (d10s that cause temporary damage).
- * -2 competence penalty on attacks.
- * -1 competence penalty on Fortitude saves.

These negative Hit Dice count as against the humiliated creature's regular Hit Dice for determining effects such as the sleep spell; the temporary damage they cause cannot be healed while the target is affected by the bard's Satire. Humiliate is a supernatural, mind-affecting enchantment ability.

BARDIC KNOWLEDGE

While in this college, bards gain a +1 competence bonus on checks on information relating to historical events, mythical beings, acts of gods, and things druidic. This is cumulative with previous college bonuses, e.g. a bard working with a magic item created by a god that is also mentioned in a local ballad gets a +3 bonus.

SPELLS

A Cana bard, may choose from one new spell branch in addition to learning and casting spells from previously learned branches.

DRUIDIC CRAFT

Wild Shape: A Cana bard gains the spell-like ability to *polymorph self* into a Small or Medium-size animal (but not a dire animal) and back again once per day (see *polymorph self*, PHB, page 237). Unlike the standard druidic ability, the bard may only adopt one form. See *Wild Shape* in the Druid entry of the PHB for other notes.

Cana Mandolin



Strictures

ALIGNMENT

A Cana bard must change one aspect of his alignment to neutral to reflect the stronger tie with Druids. A Cana bard may be Neutral Good, Neutral Evil, Neutral, Lawful Neutral or Chaotic Neutral.

ARMOR

A bard may not wear metal armor when while casting spells from the Freamh branch of magic, nor may a Cana bard wear metal armor while using the *Wild Shape* ability.

COLLEGE PACT

A Cana bard may not leave off studying in the college until he has completed its curriculum of the college (by advancing to 14th level). Any Cana bard leaving the school (by advancing levels in another class) prior to this loses all bardic Cana special abilities, and will not be allowed to return to the college.

A Cana bard will not adventure with any Ollaire or bards of the Colaisti Doerbaird (lower bardic colleges) unless directly ordered by an Ollamh or high ranking druid. They will also not adventure with bards of higher colleges, excepting the Ollamh.

SKILLS

Cana may learn bardic college skills previously purchased and Animal Empathy, Craft, Diplomacy, Handle Animal, Intimidate, Knowledge (History), Knowledge (Nature), Knowledge (Religion), Perform, Profession, *Rote Memory*, *Tonal Memory*, Speak Languages, Survival (Wilderness).

Cli College ("Roop Tree") (Levels 14-16)



Image: <http://www.freeimages.co.uk/>

REQUIREMENTS: A bard entering the Cli College must have completed the Cana college, and additionally must have access to the Friamh (Druidic) Branch of magic.

Members of **Cli College** are true movers and shakers. Court intrigue is the bread and butter of these bards. They get involved with local and national politics, serving as heralds and spies at the lower levels and advisors and diplomats at higher levels for chieftains, kings, and princes. Highly coveted for their knowledge and abilities, these bards become consummate behind the scene politicians. These bards move with the doughtiest of knights and princes.

College Features

Studies

BARDIC GIFTS

A Cli bard may use his song or poetics to produce Bardic Gift effects eleven times a day. (Deafness failure rate: 13%)

Enrapture: *Song of Freedom* (Sp)

A Cli bard or higher, with 12 or more ranks in a Perform skill and 9 ranks in Diplomacy can use music or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the character's bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 15 feet. A bard can't use song of freedom on himself.

Inspiration: *Courage +3*

As Inspiration: *Courage*, but with a +3 bonus.



Cli Lyre

Satire: *Defame* (Su)

A bard with 15 or more ranks in a spoken Perform skill and 12 ranks in Intimidate can defame an opponent. To be affected, an opponent must hear the bard's Satire for 3 full rounds. The bard makes an Intimidate check, and the target can negate the effect with a Will saving throw equal to or greater than the bard's check result. If the saving throw succeeds, the bard cannot attempt to defame that creature again for 24 hours. If the saving throw fails, the defamed creature's Charisma is lowered by an amount equal to the number of points by which he or she failed the saving throw. The victim's Charisma cannot be reduced below 1. A defamation cannot be normally dispelled, but *break enchantment*, *limited wish*, *miracle*, *remove curse* or *wish* will remove the effect. Defame is a supernatural transmutation ability.

BARDIC KNOWLEDGE

While in this college, bards gain a +1 competency bonus to checks on heraldry, on events in ruling families, and court and international relationship and intrigue involving areas with which he is familiar. This is cumulative with previous college bonuses, e.g. a bard working with a magic item stolen from a noble family that was created by a god that is also mentioned in a local ballad gets a +4 bonus.

SPELLS

A Cli bard, may choose one new spell branch in addition to learning and casting spells from previously learned branches.

Structures

ALIGNMENT

Any neutral (Neutral Good, Neutral Evil, Neutral, Chaotic Neutral, Lawful Neutral)

ARMOR

A bard may not wear metal armor when while casting spells from the Freamh branch of magic, nor may a Cli bard wear metal armor while using the *Wild Shape* ability.

COLLEGE PACT

A Cli bard may not leave off studying in the college until he has completed its curriculum of the college (by advancing to 17th level). Any Cli bard leaving the school (by advancing levels in another class) prior to this loses all bardic Cli special abilities, and will not be allowed to return to the college.

A Cli bard will not adventure with any Ollaire or bards of the Colaisti Doerbaire (lower bardic colleges) unless directly ordered by an Ollamh or high ranking druid. They will also not adventure with bards of higher colleges, excepting the Ollamh.

SKILLS

Previous College skills purchased and Craft, Bluff, Diplomacy, Disguise, Knowledge (Nobility & Royalty), Knowledge (Politics), Knowledge (War), Performance, Profession, *Rote Memory*, Speak Languages, and *Tonal Memory*

Anruth College ("Noble Scream") (Levels 17-19)

Those in the Anruth College move from politics to law. They are arbiters, lawyers, and judges. They seek to serve others (or themselves), by understanding and administering the law of the land. These bards are often sought for these positions because of their learning and their skill with people and language.



Anruth Harp

Studies

BARDIC GIFTS

An Anruth bard may use his song or poetics to produce Bardic Music effects thirteen times a day. (Deafness failure rate: 11%)

Inspiration: Heroics (Su)

An Anruth bard with 18 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a willing single ally within 30 feet, allowing that creature to fight bravely even against overwhelming odds. For every three bard levels the character attains beyond 17th, he can inspire heroics in one additional creature. To inspire heroics, a bard must sing and an ally must hear the bard for a full round. A creature so inspired gains +4 morale bonus on saving throws and a +4 dodge bonus to AC the effect lasts for as long as the ally hears the bard sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.



Image: <http://www.freeimages.co.uk/>

Satire: Satirize (Su)

In addition to previous abilities, the Anruth bard with 18 ranks in a spoken Perform skill and 15 ranks in Intimidate can ridicule prominent public figures who behave very poorly according to societal standards. For the ability to work, the bard must deliver a satirical oratory, poem, or song before an audience in an area familiar with the target figure.

To affect the target, an audience must listen to the bard with no major interruptions for 10 rounds (crowd noise is okay, soldiers breaking up the gathering is not). The bard may perform no other actions while presenting the satire.

The bard must first make a successful Perform check (with Charisma modifiers) against the public figure target's station (see below). The audience then makes a Will save (DC 16 + the bard's Charisma modifier). The audience receives no modifiers.

Perform

DC	Person's Station
18	Celebrity or hero in a small town or thorp, low ranking functionary in a town or city.
19	High-ranking official in a small village or thorp (mayor, warden, captain representative, etc.) medium-ranking official in a larger town or city.
20	Celebrity or hero in a town or city
23	High ranking official in a town or city (mayor, captain of watch, guildmaster)
25	Lesser Noble in a city or holding
28	National or regional hero or celebrity
30	Greater Nobility in a city or holding, region or nation
33	Well – known member of a ruling family
35	Ruler of a region or nation
-3	Generally reviled by the populace*
+5	Generally respected or loved by the populace*
+5	Generally feared by the populace*
-1	Populace mildly displeased with figure's action*
-3	Populace displeased with figure's action*
-10	Populace outraged by figure's action*

* These modifiers can be cumulative.

On a successful Perform check, and a failed audience save, the bard's performance causes the target's Charisma to be halved. The DM may then require the audience to make a Unified Influencing NPC Attitude check (as per the *Dungeon Masters Guide*), with the figure's new Charisma score. This resulting attitude remains until the target publicly and sincerely repents and atones for the offending actions.

The actions of the figure must be truly contradictory to the morals/ethics of the society (to be determined by the DM), or the effect rebounds on the bard with all the negative effects of losing Charisma (e.g. spell loss, etc.). This penalty remains in effect for the bard until he is 50 miles away from the area in which the figure has prominence (not too bad if the person is a mayor of a small town, potentially disastrous if the figure is a king of a large nation.) Additionally, the bard may not return to the area without regaining these penalties for 1 year.

Even a successful satire does not insure the bard's safety. The young prince who turns a nunnery into a brothel will, no doubt, have henchmen hot on the trail of the bard responsible for his troubles, and if the bard rolls a 1 on his Perform check (unmodified), the audience will turn against him and ride him out of town.

If the satire attempt is unsuccessful, and the targeted figure finds out about the attempt, the bard is still likely in for some difficulties, although no penalty to Charisma, or banishment occurs. Satirization is supernatural, mind-affecting charm ability.

The DM must closely monitor this ability, as it could have extensive game repercussions for the campaign, and for the character.

BARDIC KNOWLEDGE

Upon attaining this college, bards gain a +1 competence bonus on checks pertaining to points of law, legal systems and structures, jurisprudence, and information about planar politics. This is cumulative with previous college bonuses, e.g. a bard working with a magic item that is being held as evidence in a trial that was stolen from a noble family that was created by a god that is also mentioned in a local ballad gets a +5 bonus.

BARDIC SIGHT

An Anruth bard can use the gift of Bardic Sight once per day to let his gaze penetrate any illusion or visual deception. This ability functions like the spell *true seeing*, but without the need for a material component.

SPELLS

Anruth may choose a sixth branch in addition to learning and casting spells from previously learned branches.

Strictures

ALIGNMENT

Any non-chaotic neutral (Lawful Neutral, Neutral, Neutral Good, Neutral Evil)

Note on Alignment: Any non-Chaotic Neutral. Some bards see the law as a set condition ordained by man or gods to be obeyed. These tend toward the “lawful” alignment (and are almost paladinesque with regard to their application of the letter of the law). Others see the law as malleable and that community and people are to be served by the law, not strapped to it, these tend to the neutral alignments. Evil bards often feel that the law exists to be manipulated to serve them.

ARMOR

A bard may not wear metal armor when while casting spells from the Freamh branch of magic if he has chosen that branch, nor may an Anruth bard wear metal armor while using the *Wild Shape* ability.

COLLEGE PACT

An Anruth bard may not leave off studying in the college until he has completed its curriculum of the college (by advancing to 20th level). Any Anruth bard leaving the school (by advancing levels in another class) prior to this loses all bardic Anruth special abilities, and will not be allowed to return to the college.

An Anruth bard will not adventure with any Ollaire or bards of the Colaisti Doerbaird (lower bardic colleges) unless directly ordered by an Ollamh or high ranking druid. They will also not adventure with bards of higher colleges, excepting the Ollamh.

SKILLS

Previous College skills purchased and Craft, Intimidate, Knowledge (Planes), Performance, *Rote Memory*, and *Tonal Memory*

“Three things that enrich the poet: Myths, poetic power, a store of ancient verse.” (Welsh triad)

ARD-fili(h) (Chiefpoets)

The Ollamh are the soul members of this “graduate” standing of the Bardic Colleges. They freely associate with all other bards. The chief-poets serve as advisors to kings (or may be royalty in their own right), lawgivers and arbiters, master historians and scholars, accomplished musicians, members of druidic councils, and the preeminent teachers and administrators of the bardic colleges.



Eces with Harp of the Ollamh

OLLAMH (Great High One) (Levels 20+)

The Ollamh (pl.) are the graduates of the bardic college system. They are also, along with druids, the teachers and overseers of the colleges. Among all bards, these are usually the only ones who build their own strongholds and settle down. They are recognized as eminent scholars, judges, and leaders in their lands. Generally, they choose to work with members of one of the bardic colleges (their choice) as a teacher or administrator, and work with druids to teach and bring new members into the colleges. Ollamh of the 20th level are called “Eces” (men of learning), those of higher levels are called “Fili” (Poet).

An Ollamh will adventure, but usually only when great knowledge is to be gained, or there is a large threat to the civic structure that the Ollamh lives under, or if the druidic order, or the colleges are greatly threatened. Some, however, do retain the free spirit characterized by Ollaire (pl.) and bards of the Lower Colleges and travel widely.

College Features

BARDIC GIFTS

An Ollamh bard may use his song or poetics to produce Bardic Gift effects fifteen times a day. (Deafness failure rate: 10%)

Enrapture: *Mass Suggestion* (Sp)

This ability functions like *Suggestion*, above, except that an Ollamh bard with 21 or more ranks in a Perform skill and 12 ranks in Diplomacy can make the *suggestion* simultaneously to any number of creatures that he has already fascinated (see above). *Mass Suggestion* is an enchantment (compulsion), mind affecting language dependent ability.

Inspiration: *Courage +4*

As *Inspiration: Courage*, but with a +4 bonus.

Inspiration: *Mastery* (Su)

In addition to previous abilities, an Ollamh with 24 ranks of Perform may inspire extreme competence to an allied listeners. Listeners must be within 30 feet of the bard, and the bard must concentrate on the allies involved. The bard must sing, exhort, orate or play for one round. The ally then gains a +5 competence bonus to any one skill for the duration of the bard's song and five rounds thereafter (or five rounds after he stops hearing the bard). The bard may affect one additional creature for every three levels above 20th. Inspire mastery is a supernatural mind affecting enchantment ability. Note that this ability may not be usable at all times. A rogue trying to move silently is going to have trouble if a allied bard is performing during the rogue's silent movement.

MASTER SONGS

An Ollamh gains the ability to work more powerful magics. These are considered 7th level spells for casting and saving purposes, but each has special strictures that apply to its use. They are additional to any meta-spells a bard might learn in levels above 20th. In all cases, to play a *Master Song* a bard must make a Perform check of DC 30 before the spell can be cast. A failure still counts as a use. An Ollamh may only attempt to cast one *Master Song* per day.

A bard must pay for each time they use Master Songs they have learned. Ollamh (pl.) theorize this is to remind those at the height of their power, that knowledge and power are not free. Master Songs are taxing in the extreme for a bard to use. Each use requires a sacrifice of all fifteen of a bard's Bardic Gift effects on the day the Master Song is used. If the bard has already used some of his Gifts, he may "pay" the equivalent of 100 XP for each Gift already used to make up the difference. If Morgan has used 2 Gifts, he may pay 200 XP, plus the remaining Bardic Gift uses of the day, and still use a Master Song. Additionally, the bard must make a Constitution save after playing the Master Song, or be fatigued for 1 hour after the use of the song.

In each case, a bard must go on a quest to find these songs. Dragons, outsiders, ancient oracles and the like usually hold the

knowledge of these songs. Bards do not learn these songs from other bards.

Master Songs

Stricture

Creeping Doom	May only be used 2x/week
Glam Dicin	May only be used 2x/month
Glyph of Warding, Greater	May only be used 2x/month
Lure of the Piper	May only be used 1x/month
Plane Shift	May only be used 2x/month
Summon Nature's Ally VII	May only be used 2x/week
Symbol of Fear	May only be used 2x/month
Symbol of Persuasion	May only be used 2x/month
The Hill's Are Alive...	May only be used 1x/week
Ultimate Shout	May only be used 1x/month
Wail of the Banshee	May only be used 2x/month
Windwalk	May only be used 2x/week

DRUIDIC CRAFT

A Thousand Faces (Su)

An Ollamh bard gains the supernatural ability to change his appearance at will, as if using the spell *alter self* (PHB, see entry for Druid, *A Thousand Faces*)

SPELLS

Ollamh may choose an eighth branch in addition to learning and casting spells from previously learned branches.

Strictures

ALIGNMENT

An Ollamh bard may be any non-chaotic neutral: Lawful Neutral, Neutral, Neutral Good, Neutral Evil. A bard that forgoes his alignment may not use any of his bardic special abilities.

ARMOR

A bard may not wear metal armor when while casting spells from the Freamh branch of magic, nor may an Ollamh bard wear metal armor while using the *Wild Shape* ability.

COLLEGE PACT

An Ollamh may take any other class after completing the Ollamh level. Ollamh will freely travel with any other bards, college or non-college, of any level.

SKILLS

An Ollamh may learn skills from any of the Bardic Colleges.

new skills

Rote Memory (Int; Trained Only)

This skill allows the user to memorize a message, verbatim, after one hearing. This is especially useful for bards, heralds, diplomats, and spies.

Check: DC equals 10 for a 10-word message +1 for each additional 10 words in the original message.

Special: If you have 5 or more ranks in Listen, you receive a synergy bonus of +1 with regard to learning a message.

Tonal Memory (Int; Trained Only)

This skill allows the listener to perfectly remember a piece of music after one hearing, although the key might not be remembered unless the hearer also has perfect pitch.

Check: DC equals 10 for 10 bars of music +1 for each additional 10 bars in the original piece.

Special: If you have 5 or more ranks in Listen, you receive a synergy bonus of +1 with regard to learning a score.

new feats

herald's clarion call [General]

Allows bard to be louder.

Prerequisite: 11 ranks in Perform, Resonance

Benefit: Especially useful in din of battle, this feat allows a bard to pitch his voice and volume in such a manner that it can be clearly heard above normal battle conditions, by all combatants within three times normal hearing range. While this does not negate magical silence, or magical deafening effects, it does allow allies and foes to clearly hear the bard, even in cases where normal intense noise would drown out even a shouting voice.

high bardistry [General]

Improves a bard's memorization and performances.

Prerequisite: Int 15, 7 ranks in Perform (storytelling or poetry), 7 ranks in Perform (any instrument), and 7 ranks in Perform (oratory, rhetoric or speech) skills, 7 ranks in *Rote Memory* skill, and 7 ranks in *Tonal Memory*, and any one or all of Following the Muse, Poet's Road, or Minstrelsy.

Benefit: The poet or storyteller can recite a poem or story, play a piece of music, or recite a speech or oratical material of heroic lengths without error. The teller also quadruples the efficacy of the *Rote Memory* skill (40 words base message, with a +1 to DC for every 40 words memorized), quadruples the effect of *Tonal Memory* (40 bars, with a +1 to DC for every additional 40 bars memorized), and gains a +3 to all checks on all Performance and Bardic Gift uses.

following the muse [General]

Improves performances.

Prerequisite: 3 ranks in Perform skill (any music, drama or writing, or recitation of any type of story or poetry, or composition of such)

Benefit: This feat allows the performer to "call on his personal muse" for a performance or composition. Such an act gives a +1 inspiration bonus for each rank of Perform skill up to +5 to any one performance or composition (this is random, a bard with 4 levels in Perform might receive a +1, +2, +3 or +4 bonus [DM roles]). This can also be applied to Bardic Gift or spellcasting rolls. Such an act is exhausting. The artist must have complete rest for 1 day for each level of bonus provided by the muse after making such an exertion.

minstrelsy [General]

This allows the musician to memorize and present music with amazing aptitude.

Prerequisite: Int 13, 5 ranks in Perform (any instrument) skill, 5 ranks in *Tonal Memory*.

Benefit: The musician can recite play musical pieces of heroic lengths without error. The player also doubles the efficacy of the *Tonal Memory* skill (20 bars, with a +1 to DC for every additional 20 bars memorized), and gains a +1 to all checks on all Performance and Bardic Gift uses that rely on music alone.

perfect pitch [General]

Prerequisite: 1 rank in Perform (Singing) skill, or Perform (any tunable instrument)

Benefit: This feat allows a singer to vocally replicate any tone she can hear or has heard in her vocal range, accurately and to tune any instrument she can play without aid. Singers with perfect pitch cannot be pulled off pitch by other sounds. This feat is especially helpful for unlocking or setting locks or seals predicated on pitch and tone (+1 aptitude bonus). It also provides a +1 bonus to all vocal performance checks. A singer also gains a +5% bonus to offset the penalty against Bardic Gift Abilities and Spellcasting if deafened.



Image: <http://www.freeimages.co.uk/>

POET'S ROAD [General]

This allows the poet to memorize and use stories, poems and tales with amazing aptitude.

Prerequisite: Int 13, 5 ranks in Perform (storytelling or poetry) skill, 5 ranks in *Rote Memory* skill.

Benefit: The poet or storyteller can recite a poem or story of heroic lengths without error. The teller also doubles the efficacy of the *Rote Memory* skill (20 words base message, with a +1 to DC for every 20 words memorized), and gains a +1 to all checks on Performance and Bardic Gift uses that rely on poetry or storytelling alone.

Resonance [General]

This allows the singer to pitch his voice so that surrounding items resonate to his voice.

Prerequisite: Perfect Pitch

Benefit: Musical instruments that use strings, or are hollow and percussive in nature (bells, hollow drums), or that are friction based (crystal glasses full of water) may be made to "play" in this manner. Other small metal, glass or crystal items may be made to hum as well. This can cause distraction (-1 to concentration based activities) if listeners fail a Will check (DC 13).

Additionally, small ice, glass crystal or glass items of less than 1/4" thickness may be made to shatter if they have 1 H.P. or less (includes vials).

Rhetoric [General]

This allows the musician to memorize and present speeches, and other oratory with amazing aptitude.

Prerequisite: Int 13, 5 ranks in Perform (Speech, Oratory, Dramatization) skill, 5 ranks in *Tonal Memory*.

Benefit: The rhetorician can recite speeches or oratical pieces of heroic length without error. The teller also doubles the efficacy of the *Rote Memory* skill (20 words base message, with a +1 to DC for every 20 words memorized), and gains a +1 to all checks on Performance and Bardic Gift uses that rely on speeches or oratical presentation (but not poetry or stories) alone.

VARIANT BARD SPELL LIST

The spells reflect this version of the bard's concerns. It also presents spells by branch and level. Fili bards learn new branches via college advancement.

The variant spell list includes spell from the WotC's D&D *Player's Handbook* (no special denotation). Additionally, some spells from Monte Cook's *Book of Eldritch Might* (×), and *Book of Eldritch Might II: Songs and Souls of Power* (×) have been included. There are also some new spells; these are designated (*). Spells indicated by (◆) are Master Songs for bards and follow the rules presented for that type of spell. Spells from other sources need to be assigned bardic branches following the guidelines below.

Branches:

Athraigh: Illusion and change related spells (A)

Ceol: Music (including tempo) and Sound spells (Ce)

Cosain: Combat, Defensive and Succor spells (Co)

Dlí: Judgment and Arbitration related spells. (D)

Eolas: Knowledge related spells (E)

Fréamh*: Druidic Spells (F)

Óráid: Political, Oratorical and Leadership spells. (Ó)

Ortha: Enchantments and Faerie related spells (O)

*The Fréamh branch must be learned some time prior to graduating Cana College (13th level).

OLLAIRE CANTRIPS

0-LEVEL BARD SPELLS (CANTRIPS)

Dancing Lights. Illusionary torches and other lights. (A)

Daze. Creature loses next action. (Co)

Detect Magic. Detects spells and magic items within 60 ft. (D/E)

Flare. Dazzle one creature (-1 attack). (O)

Ghost Sound. Figment sounds. (Ce)

Know Direction. You discern north. (F)

Light. Object shines like a torch. (D)

Lullaby. Makes subject drowsy; -5 on Spot and Listen checks, -2 on Will saves against sleep. (Ce)

Mage Hand. 5-pound telekinesis. (A/Co/O)

Mending. Makes minor repairs to an object (A/Co)

Message. Whispered conversation at distance. (Ó)

× **Minor Ward.** Create one of various minor protections. (Co)

Open/Close. Opens or closes small light things.

Prestidigitation. Performs minor tricks. (O)

Read Magic. Read scrolls and spellbooks. (E)

Resistance. Subject gains +1 on saving throws. (Co)

Summon Instrument. Summons one instrument of casters choice. (Ce)

* **Yarnspinning.** Gain +2 on Perform check when telling a story, ballad, lei or the like. (Or)

1st-LEVEL BARD SPELLS

BRANCH: ATHRAIGH

Disguise Self: Changes your appearance

Erase. Mundane or magical writing vanishes.

Feather Fall. Object or creature falls slowly.

Nystul's Magic Aura: Alter's object's magic aura.

Silent Image. Creates minor illusion of your design.

Ventriloquism. Throws voice for 1 min./level.

BRANCH: CEOL

Calm Animals. Calms (2d4+level) HD of animals.

* **Fionbhar's Lullaby.** Improves healing while sleeping rate by 1d4 points per night played (can't exceed maximum HP).

× **Silent Sound.** Sonic beam cause 1d6 points damage/level. (5d6 max)

Sleep. Put 2d4 HD of creatures into comatose slumber.

Tasha's Hideous Laughter. Subject loses actions for 1 round/level.

Touch of Fatigue. Your song fatigues target.

BRANCH: COSAIN

Alarm. Wards an area for 2 hours/level.

Cure Light Wounds. Cures 1d8 damage +1/level (max +5)

Expeditious Retreat. Doubles your speed.
Grease. Makes 10-ft. square or object slippery.
Prot vs. Chaos/Evil/Good/Law. +2 AC and saves, counter mind control, hedge out elementals and outsiders.
Remove Fear. Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Unseen Servant. Invisible force obeys your commands.

BRANCH: DLÍ

Detect Poison. Detect poison in one creature or object.
Disguise Self. Change your appearance.
× **Guilt.** Non-good creature denied actions except defense. (D/O)
Identify^M. Determines properties of magic item.
Obscure Object. Masks object against scrying.
Undetectable Alignment. Conceals alignment for 24 hours.

BRANCH: EOLAS

Detect Secret Doors. Reveals hidden door within 60 ft.
Comprehend Languages. You understand all spoken and written languages.
Erase. Mundane or magical writing vanishes.
Identify^M. Determines properties of magic item.
Obscure Object. Masks object against scrying.

BRANCH: FRÉAMH¹

Calm Animals. Calms 2d4+1/levels of animals.
Cure Light Wounds. Cures 1d8 damage +1/level (max +5)
Detect Poison. Detects Poison in one creature.
Faerie Fire. Outlines subjects with light, canceling *blur*, concealment, etc.
Obscuring Mist. Fog surrounds you.
Summon Nature's Ally I. Calls creature to fight. See text for modifications to spell.
Speak with Animals. You can communicate with natural animals.

BRANCH: ÓRÁID

Charm Person. Makes one person your friend.
Magic Mouth^M. Speaks once when triggered.
Message. Whispered communication at a distance. mind control, hedge out elementals and outsiders. (Co/ Ó)
* **Riddle Me This.** Difficult riddle causes creature to stop and try to solve.
Speak with Animals. You can communicate with natural animals. (F/Ó)

Touch of Fatigue. Your speaking fatigues target.
Undetectable Alignment. Conceals alignment for 24 hours.

Ventriloquism. Throws voice for 1 min./level.

BRANCH: ORTHA

Cause Fear. One creature flees for 1d4 rounds.
Calm Animals. Calms 2d4+1/levels of animals.
Charm Person. Makes one person your friend.
Faerie Fire. Outlines subjects with light, canceling *blur*, concealment, etc.
Feather Fall. Object or creature falls slowly. (A/O)
Hypnotism. Fascinates 2d4 HD of creatures
Lesser Confusion. One creature is *confused* for 1 round
Sleep. Put 2d4 HD of creatures into comatose slumber.
Tasha's Hideous Laughter. Subject loses actions for 1d3 rounds.

Unseen Servant. Unseen force obeys your commands.

2nd-LEVEL BARD SPELLS

BRANCH: ATHRAIGH

Alter Self. Assume form of a similar creature.
Blur. Attacks miss subject 20% of time.
Darkness. 20-ft. radius of supernatural darkness.
Glitterdust. Blinds creatures, outlines invisible creatures.
Invisibility. Subject is invisible for 10 min./level or until it attacks.
Levitate. Subject moves up or down at your direction.
Minor Image. As *silent image*, plus some sound.
Mirror Image. Creates decoy duplicates of you (1d4+1/three levels, max 8)
Pyrotechnics. Turns fire into blinding light or choking smoke.

BRANCH: CEOL

Calm Emotions. Calms creatures, negating emotion effects.
Heroism. Gives +2 on attack rolls, saves, skill checks.
Rage. Gives +2 to Str and Con, +1 on Will saves, -2 to AC.
* **Sharps and Flats.** Sends sonic missiles.
Shatter. Sonic vibration damages objects or crystalline creatures.
Silence. Negates sound in 15-ft. radius.
Sound Burst. Deals 1d8 sonic damage to subjects, may stun them.
Touch of Idiocy. Subject takes 1d6 points of Int, Wis and Cha damage.

BRANCH: COSAIN

Blur. Attacks miss subject 20% of time. (A/Co)
Cat's Grace. Subject gains 1d4+1 Dex for 1 hr./level.
Cure Moderate Wounds. Cures 2d8 damage +1/level (max +10)
Daze Monster. Living creature of 6 HD or less loses next action.
Delay Poison. Stops poison from harming subject for 1 hour/level.
Heroism: Gives +2 on Attack rolls, saves, skill checks.
Mage Armor. Gives subject +4 armor bonus
Magic Weapon. Weapon gains +1 bonus
Rage. Gives +2 to Str and Con, +1 on Will saves, -2 to AC.

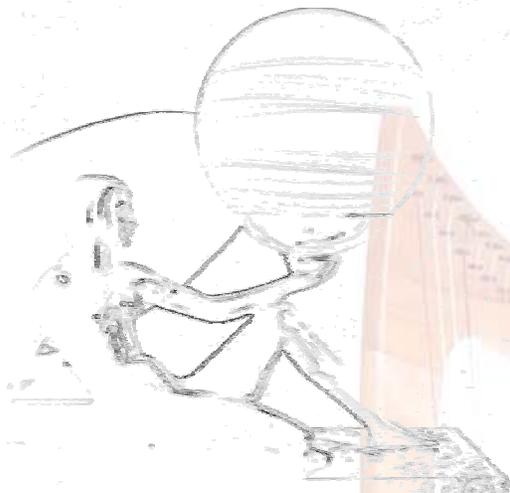
BRANCH: DLÍ

Arcane Lock^M. Magically locks a portal or chest.
Delay Poison. Stops poison from harming subject for 1 hour/level.
Detect Thoughts. Allows "listening" to surface thoughts.
Fox's Cunning. Subject gains +4 Int for 1 min./level.
Hold Person. Holds one person helpless for 1 round/level.

BRANCH: EOLAS

Detect Thoughts. Allows "listening" to surface thoughts.
Fox's Cunning. Subject gains +4 to Int. for 1 min./level.
Locate Object. Senses direction toward object (specific or type).
Misdirection. Misleads divination for one creature or object.

Tongues. Speak any language



BRANCH: FRÉAMH¹

Animal Messenger. Sends a Tiny animal to a specific place.

Animal Trance. Fascinates 2d6 HD of Animals

Cat's Grace. Subject gains 1d4+1 Dex for 1 min./level.

Charm Animal. Makes animal your friend.

Cure Moderate Wounds. Cures 2d8 damage +1/level (max +10)

Delay Poison. Stops poison from harming subject for 1 hour/level.

Entangle. Plants entangle everyone in a 40-ft. radius circle.

Goodberry. 2d4 berries each cure 1 hp (max 8 hp/24 hours).

Longstrider. Your speed increases by 10 ft.

Summon Nature's Ally II. Calls creatures to fight. See text for modifications to spell.

Summon Swarm. Summons swarm of small crawling or flying creatures.

BRANCH: ÓRÁID

Animal Messenger. Sends a Tiny animal to a specific place.

Charm Animal. Makes one animal your friend.

Heroism. Gives +2 on attack rolls, saves, skill checks.

Enthrall. Captivates all within 100 ft. + 10 ft./level.

Rage. Gives +2 to Str and Con, +1 on Will saves, -2 to AC.

Suggestion. Compels subject to follow stated course of action. (Ó/O)

Tongues. Speak any language

Touch of Idiocy. Subject takes 1d6 points of Int, Wis and Cha damage.

Whispering Wind. Sends a short message 1 mile/level.

BRANCH: ORTHA

Alter Self. Assume form of a similar creature.

Blindness/Deafness. Makes subject blind or deaf.

Charm Animal. Makes one animal your friend.

Enthrall. Captivates all within 100 ft. + 10 ft./level.

Eagle's Splendor. Subject gains +4 to Cha for 1 min./level.

Glitterdust. Blinds creatures, outlines invisible creatures.

Hypnotic Pattern. Fascinates 2d4+1 HD/level of creatures.

Scare. Panics creatures up to 5 HD (15-ft. radius).

Touch of Idiocy. Subject takes 1d6 points of Int, Wis and Cha damage.

3rd - LEVEL BARD SPELLS

BRANCH: ATHRAIGH

Daylight. 60-ft. radius of bright light.

Gaseous Form. Subject becomes insubstantial and can fly slowly.

Invisibility Sphere. Makes everyone within 10 ft. invisible.

Major Image. As *silent image*, plus sound, smell and thermal effects.

BRANCH: CEOL

Crushing Despair. Subjects take -2 on attack rolls, damage rolls, saves and checks.

Deep Slumber. Puts 10 HD creatures to sleep.

* **Fionbhar's Reel.** Subject can't concentrate, becomes disoriented and falls.

Haste. Extra partial action and +4 AC.

Good Hope. Subjects gain +2 on attack rolls, damage rolls, saves and checks.

Sculpt Sound. Creates new sounds or changes existing ones.

Slow. One subject/level takes only partial actions, -2 AC, -2 melee rolls (Ce/Co)

BRANCH: COSAIN

Bull's Strength. Subject gains 1d4+1 Str for 1 min./level. (A/Co)

Bear's Endurance. Subject gains 1d4+1 Con for 1 min./level.

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

Dispel Magic. Cancels magical spells and effects.

Displacement. Attacks miss subject 50% of time.

Good Hope. Subjects gain +2 on attack rolls, damage rolls, saves and checks.

Leomund's Tiny Hut. Creates shelter for 10 creatures.

BRANCH: DLÍ

Bestow Curse. -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action. (D/Ó)

Dispel Magic. Cancels magical spells and effects. (D/O)

Geas, Lesser. Commands subjects of 7 HD or less.

Owl's Wisdom. Subject gains +4 to Wis for 1 min./level.

Remove Curse. Frees object or person from curse. (D/Ó/O)

BRANCH: EOLAS

Clairaudience/Clairsentience. Hear or see at a distance for 1 min./level.

* **Discern Leader.** Allows you to discern true leader in a group. (E/Ó)

Illusory Script^M. Only intended reader can decipher.

Scrying^F. Spies on subject from a distance.

Secret Page. Changes one page to hide its real contents.

See Invisibility. Reveals invisible creatures or objects.

Sepia Snake Sigil. Creates text symbol that immobilizes reader (C/E/Ó)

BRANCH: FRÉAMH¹

Bear's Endurance. Subject gains 1d4+1 Con for 1 min./level.

Bull's Strength. Subject gains 1d4+1 Str for 1 min./level.

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

Fog Cloud. Fog obscures vision.

Gust of Wind. Blows away or knocks down smaller creatures.

Hold Animal. Holds one animal helpless. 1 round/level.

Owl's Wisdom. Subject gains +4 to Wis for 1 min./level.

Speak with Plants. You can talk to normal plants and plant creatures.

Summon Nature's Ally III. Calls creatures to fight. See text for modifications to spell.

Wind Wall. Deflects arrows, smaller creatures, and gasses.

BRANCH: ÓRÁID

Charm Monster. Makes monster believe it is your ally.

* **Discern Leader.** Allows you to discern true leader in a group.

Geas, Lesser. Command subject of 7 HD or less.

***Gift of Gab.** Become an "expert" in a field, or cause others to prattle on.

Glibness. You gain a +30 Bonus on Bluff checks, and your lies can escape magical detection.

Good Hope. Subjects gain +2 on attack rolls, damage rolls, saves and checks.

* **Misconstrue.** Target's words are misunderstood.

Speak with Plants. You can talk to normal plants and plant creatures. (F/Ó)

***Tongue of Silver.** Audience that fails save believes any utterance of the caster.

BRANCH: ORTHA

Blink. You randomly vanish and reappear for 1 round/level.

Confusion. Makes subject behave oddly for 1 round/level.

Deep Slumber. Puts 10 HD creatures to sleep.

* **Diarmuid's Light-hearted Laughter.** Causes recipient to lose actions for 1d3 rounds and levitate for same. (Ó/O)

Dispel Magic. Cancels magical spells and effects.

Fear. Subjects within cone flee for 1 round/level.

× **Greater Sleep.** As sleep, but affects 4d6 HD creatures, of 10th level or lower.

Phantom Steed. Magical horse appears 1 hour/level.

* **Song of the Fey.** You gain one non-combat ability of elves of your choice for 1 min./level.

4th - LEVEL BARD SPELLS

BRANCH: ATHRAIGH

Hallucinatory Terrain. Makes one type of terrain appear like another.

Invisibility, Improved. As invisibility, but subject can

attack and stay invisible.

Rainbow Pattern. Lights prevent 24 HD of creatures from attacking or moving away.

Shadow Conuration. Mimics conjuring below 4th level, but only 20% real.

BRANCH: CEOL

* **Fionbhar's Lament.** Creates extreme sadness in target creatures. (Ce/O)

***Music of the Spears.** Makes spears dance in battle. (Ce/Co)

Shout. Deafens all within cone and deals 2d6 damage.

BRANCH: COSAIN

Cure Critical Wounds. Cures 4d8 damage +1/level (max +20)

Glyph of Warding. Inscription harms those who pass it.

Keen Edge. Doubles normal weapon's threat range.

Leomund's Secure Shelter. Creates sturdy cottage.

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

Magic Circle against Chaos/Evil/Good/Law. As protection spells but 10-ft. radius and 10 min./level.

***Music of the Spears.** Makes spears dance in battle. (Ce/Co)

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

Repel Vermin. Insects stay 10 ft. away. (Co/F)

BRANCH: DLÍ

Break Enchantment. Frees subjects fro enchantments, alterations, curses and petrification. (D/O)

Detect Scrying. Alerts you of magical eavesdropping.

Dismissal. Forces a creature to return to native plane.

* **Follow Intrigue's Path.** Allows you to know previous link (person/event) in an "intrigue" chain.

Hold Monster. As hold person, but any creature.

Zone of Silence. Keeps eavesdroppers from overhearing conversations.

BRANCH: EOLAS

Detect Scrying. Alerts you of magical eavesdropping.

* **Follow Intrigue's Path.** Allows you to know previous link (person/event) in an "intrigue" chain. (E/Ó)

Glyph of Warding. Inscription harms those who pass it.

Legend Lore^{M F}. Learn tales about a person, place or thing.

Locate Creature . Locate creature for 10 min/level.

Modify Memory. Changes 5 minutes of a subject's memory.

BRANCH: FRÉAMH¹

Air Walk. Subject treads on air as if solid (climb at 45-degree angle)

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

Dominate Animal. Subject animal obeys silent mental commands.

Freedom of Movement. Subject moves normally despite Impediments

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

Repel Vermin. Insects stay 10 ft. away.

Summon Nature's Ally IV. Calls creatures to fight.
See text for modifications to spell.

BRANCH: ÓRÁID

* **Diplomatic Impasse.** Disrupts communication in negotiations

* **Follow Intrigue's Path.** Allows you to know previous link (person/event) in an "intrigue" chain.

Modify Memory. Changes 5 minutes of a subject's memory.

* **Saga's Hero.** Listener acts as if they were a character in a story.

BRANCH: ORTHA

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

Dimension Door. Teleports you and up to 500 lbs.

Dominate Person. Controls humanoid telepathically.

* **To Be or Not to Be.** Fey *blink*.

5th - LEVEL BARD SPELLS

BRANCH: ATHRAIGH

False Vision^M. Fools scrying with an illusion.

Mirage Arcana. As *hallucinatory terrain*, plus structures.

Mislead. Turns you invisible and creates an illusory double.

Persistent Image. As *major image*, but no concentration required.

Seeming. Changes appearance of one person per two levels

Shadow Evocation. Mimics evocation of lower than 5th level, but only 20% real.

Shadow Walk. Step into shadows to travel rapidly.

BRANCH: CEOL

* **Fionbhar's Annoying Jig.** Debilitating dance.

Heroism, Greater. Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Song of Discord. Forces targets to attack each other.

BRANCH: COSAIN

Cure Light Wounds, Mass. Cures 1d8 damage +1/level for many creatures.

Heroism, Greater. Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

BRANCH: DLÍ

* **Comprehend Motivation.** You can determine motivations for a criminal's activity.

Contact other Plane. Ask question of extra planar entity.

Dispel Magic, Greater. Cancels magical spells and effects.

Mark of Justice. Designates criminal act that triggers *curse* on subject

BRANCH: EOLAS

Commune w/ Nature. Learn about terrain for 1 mile/level.

Contact other Plane. Ask question of extra planar entity.

* **Historia Recitate.** Learn history of object or genealogy of a person. (E/O)

Mind Fog. Subjects in fog get -10 to Wis and Will checks.

BRANCH: FRÉAMH¹

Commune w/ Nature. Learn about terrain for 1 mile/level.

Control Winds. Change direction and speeds.

Cure Light Wounds, Mass. Cures 1d8 damage +1/level for many creatures

Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures flee.

* **Poet Tree.** Allows poet or one other to become a tree. (A/F)

Summon Nature's Ally V. Calls creatures to fight.
See text for modifications to spell.

BRANCH: ÓRÁID

* **Counsel's Voice.** Allows you to hear last counsel given to a leader.

* **Riddle of Dooms.** Double bestow curse.

Suggestion, Mass. As *suggestion*, plus one/level subjects.

BRANCH: ORTHA

Dream. Sends messages to anyone dreaming. (O/O)

Mind Fog. Subjects in fog get -10 Wis, Will checks.

Nightmare. Sends vision dealing 1d10 damage, and fatigue.

× **Thief of Spells.** Ends spell effects on a creature and grants them to you.



Image: <http://www.freeimages.co.uk/>

6th - LEVEL BARD SPELLS

BRANCH: ATHRAIGH

Permanent Image. Includes sight, sound, and smell.

Programmed Image^M. As *major image*, plus triggered by event.

Project Image. Illusory double can talk and cast spells.

Veil. Changes appearance of group of creatures.

BRANCH: CEOL

* **Music of the Spheres.** Sonic spheres that can be used for offensive or defensive purposes.

Otto's Irresistible Dance. Forces subject to dance

Shout, Greater. Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

* **Spell Instrument.** Stores one spell in an instrument.

Sympathetic Vibration. Deals 2d10 damage/round to freestanding structures

BRANCH: COSAIN

Animate Objects. Objects attack your foes.

Cat's Grace, Mass. As *cat's grace*, affects one subject/level.

Heroes Feast. Food for one creature/level cures and grants combat bonuses.

Repulsion. Creatures can't approach you. (A/Co)

BRANCH: DLÍ

Fox's Cunning, Mass. As *fox's cunning* affects one subject/level.

Geas/Quest. As *lesser geas*, plus it affects any creature. (D/O/O)

* **Poetic Justice.** Lays the punishment of magical banishment on a criminal.

BRANCH: EOLAS

Analyze Dweomer^F. Reveals magical aspects of subject.

Find the Path. Shows most direct way to a location.

Scrying, Greater. As *scrying*, but faster and longer.

Symbol of Pain^M. Triggered rune wracks nearby creatures with pain.

Symbol of Sleep^M. Triggered rune puts nearby creatures into catatonic slumber.

BRANCH: FRÉAMH¹

Awaken^X. Animal or tree gains human intellect.

Control Weather. Changes weather in local areas.

Find the Path. Shows most direct way to a location.

Stone Tell. Talk to natural or worked stone. (F/O)

Summon Nature's Ally VI. Calls creatures to fight.

See text for modifications to spell.

BRANCH: ÓRÁID

Charm Monster, Mass. As with *charm monster*, but all within 30 ft.

Geas/Quest. A *geas, lesser*, plus it affects any creature.

Stone Tell. Talk to natural or worked stone.

* **Tale Snare.** Entrance audience into a story, trap some audience members into mental character roles in which they might be damaged. (A/O/O)

BRANCH: ORTHA

Eagle's Splendor, Mass. As *eagle's splendor*, affects one subject/level.

Eyebite. *Charm, fear, sicken* or *sleep* one subject.

* **Oisson's Gate.** Gates bard to Fey realm.

Otto's Irresistible Dance. Forces subject to dance.

* **Without Rhyme or Reason.** Causes arcane spellcasters to forget spells, and bards to forget Bardic Music

abilities.

MASTER SONGS (7th- LEVEL BARD SPELLS)

BRANCH: ATHRAIGH

◆ **Wind Walk .** You and your allies turn vaporous and travel fast.

BRANCH: CEOL

◆ * **Lure of the Piper.** Enchants children.

◆ * **The Hills Are Alive With the Sound of Music.** Turns landscape against enemies.

◆ * **Ultimate Shout.** Kills one creature. Deals damage as *shout, greater*, stuns, deafens others in hearing.

BRANCH: COSAIN

◆ **Glyph of Warding, Greater.** As *glyph of warding*, but up to 10d8 damage or 6th level spell.

◆ * **The Hills Are Alive With the Sound of Music.** Turns landscape against enemies. (Co/O)

BRANCH: DLÍ

◆ * **Lure of the Piper.** Enchants children.

BRANCH: EOLAS

◆ **Symbol of Fear^M.** Triggered rune panics nearby creatures.

◆ **Symbol of Persuasion^M.** Triggered rune charms nearby creatures.

BRANCH: FRÉAMH¹

◆ **Creeping Doom.** Carpet of insects attacks on your command.

◆ **Wind Walk .** You and your allies turn vaporous and travel fast. (A/F)

BRANCH: ÓRÁID

◆ * **Glam Dicin.** Disables audience, kills one to three listeners.

BRANCH: ORTHA

◆ **Plane Shift.** Up to eight subjects travel to another plane.

◆ **Wail of the Banshee.** Kills one creature/level.

¹ The Freamh branch must be learned upon reaching the College: Cana.

Moopieo Spells

Summon Nature's Ally

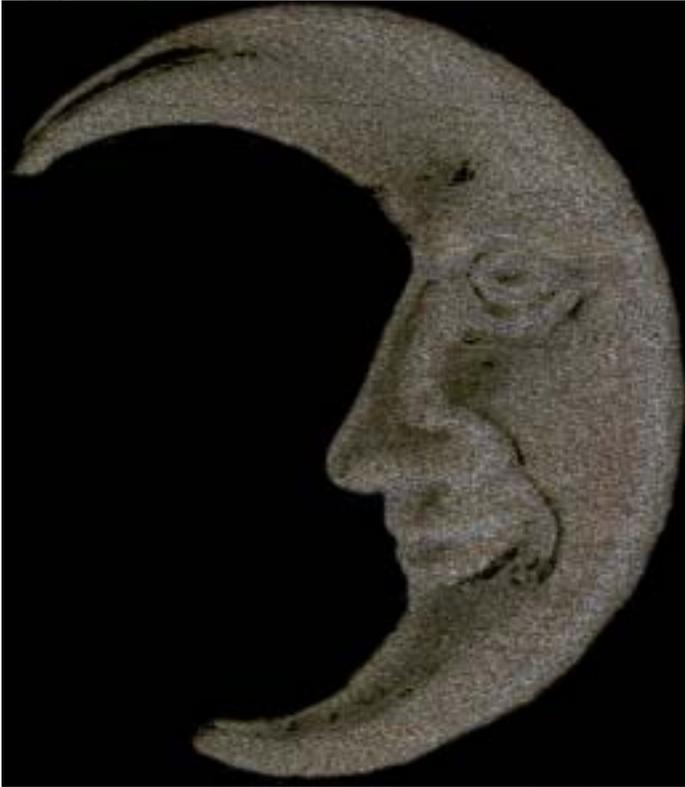
These spells have the additional capacity to summon fey creatures (Grigs, Dryads, Nixies, Satyrs, Leprechauns, etc.)

Summon Nature's Ally II

May additionally summon fey creatures with a CR of lower than 1/3, excepting those with powerful magic. Treat these as 5 levels higher. (6th level/CR 3)

Summon Nature's Ally III

May additionally summon fey creatures with a CR of 1/2 or 1/3, excepting those with powerful magic. Treat these as 5 levels higher. (6th level/CR 3)



Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You cast this spell when serving in the capacity of a lawyer, arbitrator, court official or judge (formal or informal.) This spell reveals the underlying emotion related to the motive of a witness or defendant in a case. The spell does not reveal specifics with regard to behavior, culpability or action, but rather the emotional state of the person being questioned, with regard to the event being examined. Usually, non-willingness to submit willingly to this spell is seen as a negative in relation to the person being questioned. *Material:* A bee, and a small hat (for wizards).

Counsel's Voice

Divination (Branches: Eolas, Óráid)
Level: Brd/Wiz 5
Components: V, S, (M)
Casting Time: 1 standard action or 1 minute.
Range: Close (25 ft. + 5 ft./2 levels) or 1 council room.
Target: 1 person or 1 room
Duration: Special
Saving Throw: Will negates or None
Spell Resistance: Yes

This spell may be cast in two different ways depending on your need. You may cast the spell on an individual in order to determine what last advice was obtained from a trusted counselor. In this form, the target gets a saving throw, and any protections against divination may also defeat the spell.

In its second use, you can use the spell to obtain the information of an assembly meeting from the council's venue. The spell reveals all the information from a council meeting occurring within the last 48 hours. You must then take an hour to sort through the inundation of material to sort out relevant material. Rooms warded against divination thwart this spell. *Material:* A strip of silk (for wizards).

Diarmuid's Light-hearted Laughter

Enchantment (Compulsion) [Mind-Affecting] [Language Dependent] (Branches: Óráid, Ortha)
Level: Brd 3
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 person
Duration: 1d4 rounds
Saving Throw: Will negates
Spell Resistance: Yes

This spell resembles *Tasha's Hideous Laughter* in all ways except that victims of the spell also *levitate* at a rate of 10' per round until the spell expires. Spells that cause extreme sorrow cancel the effects of this spell.

Summon Nature's Ally IV

May additionally summon fey creatures with a CR of 1 (Example: Dryad). Treat those with powerful magic or items as 5 levels higher (Example: Grig with fiddle). (6th level/CR 3)

Summon Nature's Ally V

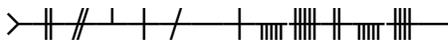
May additionally summon fey creatures with a CR of 2 (Example: Satyr). Treat those with powerful magic or items as 5 levels higher (Example: Satyr with Pipes. [7th level/CR 4])

Summon Nature's Ally VI

May additionally summon fey creatures with a CR of 3. Treat those with powerful magic or items as 5 levels higher (bards can not summon these). (8th level/CR 5)

Summon Nature's Ally VII

May additionally summon fey creatures with a CR of 4 (Example: Pixie). Treat those with powerful magic or items as 5 levels higher (bards can not summon these. Example: Pixie with cast *Otto's Irresistible Dance*. [9th level/CR 6])



New Spells

Comprehend Motivation

Divination (Branches: Eolas, Óráid)
Level: Brd/Wiz 5
Components: V, S, (M)
Casting Time: 1 standard action
Range: Touch
Target: One person, humanoid or creature on trial



Diplomatic Impasse

Enchantment (Charm) [Mind-Affecting] [Language-Dependent]
(Branch: Óráid)

Level: Brd/Wiz 4

Components: V, (M)

Casting Time: 1 standard action

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

Target: One person/level, within the target range

Duration: 1 hour plus 10 rounds/level

Saving Throw: Will negates

Spell Resistance: Yes

Persons within the range of the initial casting of this spell must save or come under the absolute conviction that others they are meeting with secretly want their agendas to fail. Those affected by the spell will then seek to return the favor. Your initial presentation is innocuous and will not seem to be the event that sets this chain of events in motion (unless other magic is used to trace the problem to you.) *Material:* A small block of hard wood (for wizards).

Discern Leader

Divination (Branches: Eolas, Óráid)

Level: Brd/Wiz 3

Components: V, (M)

Casting Time: 1 standard action

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

Target: Group of people within range

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The spell indicates the leader of a given group of people within the range of the spell. This is the true leader regardless of other factors. A true leader may or may not be the elected or ranking official in the group. It is also possible that a sub-leader will be identified, while the leader of the entire group is outside the range of the spell. In your eyes, the leader will have a blue aura surrounding him or her. *Material:* a single hair from a lion's main (for wizards).

Fionbhar's Annoying Jig

Enchantment (Compulsion) (Branches: Óráid, Ortha)

Level: Brd 5

Components: V, S

Casting Time: 1 standard action

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

Target: 1 person

Duration: 2d4+2 rounds

Saving Throw: None

Spell Resistance: Yes

This spell causes its recipient to hear a lively jig that he may or may not respond to in any given round he hears it. There is a 50% chance in any round that the target may move in response to the music as if dancing a jig. This causes a -2 penalty to any attack the target makes, and worsens his AC by -2 for that

round. Spectators may find humor in this, but will not be negatively affected.

Fionbhar's Lament

Enchantment (Compulsion) [Mind-Affecting] (Branch: Ortha)

Level: Brd 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. +10 ft./level)

Target: All creatures within a 15-ft. radius + 5 ft. per 3 caster levels

Duration: Concentration and playing and/or singing or reciting

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the recipients to feel a vast sense of loss and sorrow that is debilitating. The affected creatures are wracked with all of the effects of despair caused by the *Emotion* spell (-2 morale penalty to saving throws, attack rolls, ability checks, and weapon damage), but it also keeps them from casting spells or using psionics. Additionally, any recipients' vision is impaired as if suffering from *Blindness* (as spell), and they receive a -2 morale penalty to initiative.

Fionbhar's Lullaby

Enchantment (Compulsion) [Mind-Affecting] (Branch: Ortha)

Level: Brd 1

Components: V, S

Casting Time: 1 standard action

Range: 15 ft.

Target: 1 creature/2 caster levels.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell allows you to sing a soothing song that helps aid in the natural healing process. The target that is sleeping or falls asleep during the casting or duration of this spell, gains an additional 1d4 points of healing for a night's sleep, not to exceed the creature's maximum HP. Creatures that do not sleep, or that do not heal naturally may not receive healing effects.

Fionbhar's Reel

Invocation [Sonic] (Branches: Ceol)

Level: Brd 3

Components: S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. per caster level)

Target: 1 creature/3 levels of bard

Duration: 5 rounds

Saving Throw: Special (see below)

Spell Resistance: Yes

This spell causes the recipients to experience an auditory sonic assault on each ear in alternating one-second bursts (creatures with more than two ears would experience these bursts in each ear for one second in sequence until each ear has been affected). The result is causes failure in concentration for the

first and succeeding rounds, disorientation in the second and succeeding rounds, and imbalance in the third and succeeding rounds. The recipient may Will save for each round to avoid the first and second effects, and a Reflex save or fall down on the third effect. Creatures who can't concentrate can't cast spells. Disoriented creatures attack at -2, and do not receive Dex bonus for AC. Creatures with no auditory organs are not affected.

Follow Intrigue's Path

Divination (Branches: Eolas, Óráid)

Level: Brd/Wiz 4

Components: V, (M)

Casting Time: 10 minutes

Range: Personal

Target: Persons, or objects involved in the chain of a ploy.

Duration: Special

Saving Throw: None

Spell Resistance: Yes

This chain spell allows you to follow the mental "path" of a subterfuge, intrigue, plot deception or scheme to its genesis. To determine each "link" in the chain, you must make a successful roll. The first roll is made at a base chance of 70% +1% per caster level, with each succeeding link receiving a -10% to the base chance. Each individual in the link receives a Will save in order to escape being identified in the chain of events. Once the spell misses a link, it ends. Magic that negates divination also causes this spell to end. Additional attempts with this spell by the same caster reveal no new information, however normal sleuth work can still indicate responsibility.

Example: You attempt to find out who poisoned Lord Verlaine's wine. As a 12th level bard, you cast this spell with a 82% chance of finding the first link. You identify his a serving wench, on the 2nd person in the chain at 72%, you identify an apothecary who sold the poison, on the third (at 62%), you identify a paramour of the Lord's sister, but after that you are stymied by some magic at the fourth person. You know these things to be true, but now you must find proof, and find a way to get further up the chain. *Material:* a small silver chain (for wizards).

Gift of Gab

Enchantment (Compulsion) [Mind-Affecting] [Language Dependent] (Branches: Óráid, Ortha)

Level: Brd 3

Components: V

Casting Time: 1 standard action

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

Target: 1 person

Duration: 1 hour

Saving Throw: Will negates

Spell Resistance: Yes

You cast this on another who may make a Will save. Failure means the person will not stop talking for 1 hour. This speech will be effusive, continuous, and annoying. It also keeps the recipient from casting spells, or doing anything that requires a

focused verbal component to operate. The gab will consist of light, flighty and even foolish topics.

Glam Dicin

Enchantment (Compulsion) [Mind Affecting] [Language Dependent] (Branches: Óráid)

Level: Brd 7 [Bardic Master Song – may cast 2x/month]

Components: V

Casting Time: 10 minutes

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

Target: Group of people within hearing range

Duration: 1d6 rounds

Saving Throw: Special

Spell Resistance: Yes

This spell represents the height of sophistication in verbal manipulation of its audience. This spell literally has the capacity to make them die from the severe impact of the lampoon or satire. This spell song is never found written, and it is always told or sung, with or without accompaniment, but never transmitted by instrument alone.

This spell affects an entire audience as if *Tasha's Uncontrollable Hideous Laughter* were cast, with a -6 on their saves (the DM may assign an averaged audience save if the group is very large), with a duration of 1d6 rounds instead of 1d3. Additionally, 1d3 random hearers must make a 2nd Will save (at -2), or die from the intense humor. Those who do not speak the language you are using to present the satire receive a +4 on saves in addition to other bonuses and cannot be killed by the lampoon.

Fey creatures and other bards are immune to this spell-song. In each case, they, however, will shift their attitude toward you one place to the positive in response to the sheer artistry of the telling of the *Glam Dicin*. A bard casting this spell suffers a -2 Wisdom for 1 day.

Historia Recitate

Enchantment (Compulsion) [Mind-Affecting] [Language Dependent] (Branches: Óráid, Ortha)

Level: Brd 5

Components: V

Casting Time: As Legend Lore

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

Target: 1 object or person

Duration: 1 hour

Saving Throw: None or Will negates

Spell Resistance: None or Yes

By use of this spell, you may learn the history of any 1 item (although not any special properties) equal to 1 year per bard level you have. This operates like *Legend Lore*, except the information is not "legendary" but historical in nature. That is, you might discern that a sword was wielded in the "Battle of Pyn" two years ago to kill twenty orcs. Alternatively, you may learn the genealogy of any one person extending back one generation per bard level you have.

All other particulars are as for *Legend Lore*.



Lure of the Piper

Transmutation (Branch: Dlí)

Level: Brd 7 [Bardic Master Song – may cast 1x/week]

Components: S

Casting Time: 1 minute

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

Target: 2 children or simpletons per bard's level.

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

This is one of the most powerful enchantments that exist for a bard. It is usually used as a form of punishment against a community that shows itself not to understand the bardic value of generosity (mean-spirited, angry, proud towns could also be judged wanting). Through the use of this spell you charm the children and simpletons of a community to follow you to a gate, also created by the spell, that leads to a fey land (the Realm of Faerie, the Plane of Shadow, or to a Faerie Forest, or land of elves). All children between the ages of 3 and 12, and those who have an intelligence of 4 or less (not to exceed a number of hit die exceeding 2 times the bard's level, with each child counting as ½ HD) in a community, make a save vs. Wisdom, (the roll can be individual, or collective at the DM's discretion) or follow you, ignoring all other stimuli. Although a child may be physically restrained, they will continue to try and follow your procession until you have escorted all capable followers through the gate. Children are released from the spell once you stop playing. After playing this song, the bard may not cast other spells until he has rested for a full night.

Misconstrue

Illusion (Glamer) (Branch: Óráid)

Level: Brd/Wiz 3

Components: V, (M)

Casting Time: 1 standard action

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

Target: 1person

Duration: 10 minutes/level

Saving Throw: Special

Spell Resistance: Yes

If the recipient of this spell fails a Will save, she will be imbued with an odd form of illusion. People listening to the target speak must make a Will (disbelief) roll, or they will misconstrue the meaning of her words. Her intent will be taken as the opposite of what she really means, but what is said will sound probable.

Material: A small mallet and a small stage prop (book, handkerchief, etc.) (for wizards).

Music of the Spears

Evocation [Sonic] (Branch: Ceol, Cosain)

Level: Brd 4

Components: V or S (any music)

Casting Time: 1 standard action

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

Target/Area: from 1 to 9 spears, level dependent (see text)

Duration: from 1 to 9 rounds, level dependent (see text)

Saving Throw: None

Spell Resistance: Yes (a spear being held can use the holder's resistance).

Created by a jokester of note, this spell allows you to make any type of spear dance in a to your enemies' discomfiture. You may control a number of spears for a number of rounds equaling half your level (in any permutation, but round down). Thus, an 11th level bard could control one spear for four rounds, or two spears for three rounds, etc. A 20th level bard could control 5 spears for 5 rounds, or 1 spear for 9 rounds. Spears to be affected are chosen by the caster. If the spears are not being held, they immediately do your bidding. A spear that is being held will fight to escape its wielder's grasp. The wielder must make a Strength check to maintain his grip on the weapon, each round it tries to dance. In every case, a spear affected by the spell will attack as if you were wielding the weapon (all bonuses or penalties apply).



Image: NASA and NSSDC

Music of the Spheres

Evocation [Sonic] (Branch: Ceol)

Level: Brd 6

Components: V, S

Casting Time: 1 standard action

Range: by use

Target/Area: by use

Duration: 1 hour per level of caster

Saving Throw: None or Reflex ½

Spell Resistance: Yes

This spell creates eight 3" diameter spheres of sonic force each of which vibrates with a single note of the chromatic scale, while

circling your head. You can use the spheres in the following ways:

Defensive Use: The spheres can act as a sonic barrier to physical attacks, or magical attacks that rely on force or energy. Each sphere adds a +4 sonic bonus to AC; the spheres can only be used singly in this fashion. When a sphere is used in a defensive manner, it is expended whether the attack is successful or fails. You must indicate that you are using a sphere before the attack to which you want them to apply.

Offensive Use: Each sphere can inflict 3d8 points of sonic damage in a 5' blast with a range of 25ft. +5 ft/2 levels. Up to 3 spheres can be used to attack in a single round (one or multiple targets). The spheres disappear on contact. Targets save vs. Will or be stunned for 1 round. A stunned creature can't act and loses any Dex bonuses to AC. Attackers gain a +2 bonus to attack it. Deafened creatures are not stunned but are still damaged. A creature hit by multiple spheres must make multiple saves.

Cacophonous Blast: All spheres detonate around the caster and cause a sound wave centered on the caster that causes 6d6 points of sonic damage, and stuns and deafens all creatures in a 30 ft. sphere surrounding the caster (see Offensive Use for stun effects). Creatures in radius must save vs. Will or are stunned. Deafened creatures not stunned but are still damaged.

Musical Defense: Each sphere can be used to mimic the Bardic Music ability *Countersong* for one round. This use expends the sphere.

Oisson's Gate

Transmutation (Branch: Ortha)

Level: Brd 6

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/2 character levels

This spell allows you to try and open a gate from your location to an elven, fey, faerie or shadow plane. The spell actually doesn't allow you to open a gate, but rather allows you to contact the Fey realms to have a denizen from one of those planes notice your performance and have them open a gate to you. On a successful DC Perform Check a being from a Fey Realm hears the song.

You roll an additional Charisma check. Success on this check indicates the gate will open for the you. The gate will only allow you access to the plane. It will not gate creatures into the caster's location, nor will it allow you to return via the same gate. Use of Oisson's Gate shifts time frame 1d10 years on Prime Material from your perspective.

Poet Tree

Transmutation (Branches: Athraigh, Fréamh)

Level: Brd 5

Components: V, S

Casting Time: 1 standard action

Range: Personal or Touch

Target: You or one creature

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell has two possible uses. You may turn yourself into a medium size tree that has the capacity to communicate. The tree attracts songbirds. One bird is illusory, through which the bard may both perceive the surrounding environment and communicate, if he so desires. In all other particulars, this is like the 2nd level Druid spell *tree shape*. Alternatively, you may turn one touched creature into a tree exactly as *tree shape*. No communication or awareness of outside events is possible for the target in this use of the spell. Non-willing targets get a saving throw.

Poetic Justice

Transmutation (Branch: Díl)

Level: Brd/Clr 6

Components: V

Casting Time: 20 minutes

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

Target: One convicted person, humanoid, or creature.

Duration: 1 year.

Saving Throw: None

Spell Resistance: Yes

This spell is an alternate form of punishment to incarceration or physical punishment. It is often administered by bards, and is seen to be especially difficult for people who have a strong cultural identity (like tribal members or citizens of small farming villages, as opposed to city dwellers.) The convicted individual suffers a -4 to his Charisma, and a -2 to all Will checks until he travels at least 100 miles from the farthest reach of the communal unit. Upon reaching this boundary, the individual -2 Cha penalty changes to -2, and the Will check penalty changes to -1 until the year passes. If the individual returns to the area of community before this time, he suffers a Charisma drop to 1, and a -4 penalty to Will checks until he leaves again. In all other particulars this spell functions like the *mark of justice*.

Riddle of Dooms

Enchantment (Compulsion) [Mind-Affecting] [Language Dependent] (Branch: Óráid, Ortha)

Level: Brd 5

Components: V

Casting Time: 1 round

Range: within 10 ft.

Target: 1 person

Duration: Special.

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you to ask a riddle of a single target. The target is affected by two "Dooms" (two curses as from *bestow curse*) until the riddle is answered. Additionally, the target is mentally distracted by the riddle, and makes all initiative checks, concentration checks and intelligence checks or saves (and checks on skills with intelligence as the base ability) at -1. A successful Int save against DC 20 + your Charisma modifier - the target's Intelligence modifier indicates the riddle is successfully answered (potentially subject to the penalty from the spell). The target may attempt to answer the riddle as many

times a day as he has Intelligence modifier points, but never less than one. Creatures with Intelligence lower than 4 are not affected.

Three things that constitute a poet: 'knowledge that illumines,' knowledge of incantations, and improvisation.

Riddle Me This

Enchantment (Compulsion) [Mind-Affecting] [Language Dependent] (Branch: Óráid, Ortha)

Level: Brd 1

Components: V

Casting Time: 1 standard action

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

Target: 1 person

Duration: 1 round per bard level

Saving Throw: Will negates

Spell Resistance: Yes

This spell makes the target stop all that he is doing and tries to figure out the riddle (asked in the casting of the spell). The target will do nothing (unless attacked) except attempt to solve the riddle. Each round, the character must make a check against the bard's spell DC – the target's Intelligence modifier to determine if he successfully answered the riddle. Once the target answers the riddle, he returns to normal. The spell lasts for a number of rounds equal to the bard's level, or until the riddle is successfully answered. Any attack on a riddle-solving creature breaks the spell.

Saga's Hero

Enchantment (Compulsion) [Mind-Affecting] [Language Dependent] (Branch: Ortha)

Level: Brd 4

Components: V, S

Casting Time: 10 minutes

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

Target: 1 person

Duration: 1 hour

Saving Throw: Will negates

Spell Resistance: Yes

Upon telling this story (ballad, lay, etc.), you are able to pull your target into the world of your story so deeply, that he will behave as if he were one of the principle characters in the tale (you get to decide which character.). The target will act, in all ways, as if he were this character for one hour after the tale is completed.

Sharps and Flats

Evocation [Sonic] (Branch: Ceol)

Level: Brd 2

Components: V or S

Casting Time: 1 standard action

Range: Medium (100 ft. +10 ft. per caster level)

Target: Up to one creature per note.

Duration: Instantaneous

Saving Throw: None, but some targets may receive armor or racial benefit against either bludgeoning or piercing weapon.

Spell Resistance: Yes

This spell allows you to send notes of music as if they were sonic darts or sling-stones (both of which do 1d4 damage). Magic allows you to hurl two missiles, one sharp, and one flat, per 2 caster levels to a maximum of 6 missiles at tenth level (max. 6d4). Sharps respond in all ways as piercing weapons (less effective against skeletons, etc.), and flats respond in all ways as bludgeoning weapons. Notes can fly in a 360-degree sphere from caster and hit any designated target in any position to maximum range from the caster.

Song of the Fey

Transmutation (Branches: Athraigh, Ortha)

Level: Brd 3

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 turn/2 character levels

This spell allows you to gain one of the non-combat abilities of the elves of your choice. The spell ability acts in all ways as the standard elven ability, and does not stack with other similar enhancements or natural abilities.

Choose from one of the following groups:

- sleep immunity and +2 save vs. Enchantments
- Low-light Vision
- +2 bonus on Listen Search and Spot checks and Search bonus for hidden and secret doors.

(for specifics on bonuses see the Elves section in Chapter Two on Races in the *Player's Handbook* under Elven Racial Traits)

Spell Instrument

Transmutation (Branches: Ceol, Ortha)

Level: Brd 6

Components: V, M, F

Casting Time: 10 minutes

Range: Touch

Target: Instrument touched

Duration: Permanent until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You store one spell you can normally cast in an instrument. Only one such spell can be stored in an instrument at a given time, and you may not spell more than one instrument at a time. You must play the instrument in order to release the spell, but it is released at will, and not at random. This stored spell does not count against your normal given day total of spells cast. You may not store a spell higher than 5th level using this spell.

Material: whatever the stored spell calls for; *Focus:* The instrument.

Tale Snare

Illusion (Phantasm) [Mind-Affecting] [Language Dependent] (Branches: Athraigh, Óráid, Ortha)

Level: Brd 6

Components: V, S

Casting Time: 10 minutes

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

Target: All in hearing range.

Duration: Time of telling. (1 round/level max).

Saving Throw: None and Will disbelief

Spell Resistance: Yes

Upon telling this story (ballad, lay, etc.), you are able to pull your audience into the world of the story so deeply, that they will be entranced, unable to move or act. However, a number of listeners of HD equal to your level make a Will save or actually believe they are characters in the story (you select targets). If the story characters participate in combat, the entranced characters in the roles take damage at ½ actual rate real combat. This is “mental” damage but is treated as real damage, even upon awakening. If a character is killed in the story, the audience member loses ½ of his remaining real hit points, but automatically returns to the normal trance state. Those who do not understand the language in which the story is told gain a normal Will disbelief to resist the trance, they receive a second roll and +4 Will save bonus if targeted to become a character in the story (if they succeed on this roll, they continue to be entranced however). Entranced audience members will awaken if attacked in any fashion that causes real physical damage.

The Hills are Alive with the Sound of Music

Enchantment (Compulsion) [Mind-Affecting] (Branch: Óráid)

Level: Brd 7 [Bardic Master Song – may cast 1x/week]

Components: V

Casting Time: 1 round

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

Area:

Duration: 2 rounds per level of the caster

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes multiple effects in the area around you. The first effect is an auditory illusion that causes outbursts of singing and music throughout the affected area. Enemy creatures hearing the song must save vs. Will or be entranced and spin wildly about for 1 round (no Dex bonuses to AC, no attack for 1 round spinning), they must save for every round exposed to the music. Allies will receive a +1 morale bonus to attack if hearing the music.

Additionally, random tremors will stir the ground in the area (10% chance of any 100' sq. ft. area in any round). These cause no damage, but characters must make a Ref save at -2 or fall to the ground. In steep rocky areas (hills, mountains, caves) with loose rocks and boulders; there is a 50% chance that these tremors will cause a rockslide each round, causing 3d6 points of damage to characters hit by falling debris.

The final effect of the music is to attract any fey creatures within the area to defend the bard. After this spell is used, the caster feels drained (-2 to Con for 12 hours).



<http://www.freeimages.co.uk/>

To Be or Not To Be

Transmutation (Branch: Ortha)

Level: Brd 4

Components: V

Casting Time: 1 round

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

Target: 1 person

Duration: 1 round per 2 caster levels.

Saving Throw: Will negates

Spell Resistance: Yes

This variant *blink* spell causes the bard, or one chosen target to blink into a fey space (the Realm of Faerie, the Plane of Shadow, or to a Elven Forest, or the like) space for 1 round. There is a 50% chance the target will reappear the next round, and a 50% chance he will stay in the fey area. Random appearance and disappearance remains for the duration of the spell. The target may move while in the fey area, and will return in the corresponding normal space when he returns. The affected character may have encounters while in the fey area. The character returns to his original plane (but not necessarily location) when the spell expires.

Tongue of Silver

Enchantment (Compulsion) [Mind-Affecting] [Language Dependent] (Branch: Óráid)

Level: Brd 3

Components: V

Casting Time: 1 round

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

Target: 1 person

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you to make a believable utterance to those who fail their saving throw. The making of the utterance itself is the verbal component for this spell. The listeners will not question your statements, and will act as if the utterance were completely reliable and true, regardless of the information transmitted. (They are not compelled in any way to act; it is just that you are believed.) The duration of the utterance is special. You may speak for up to ten minutes but for each minute over the first, there is a 10% cumulative chance that you will truly become a “silver-tongued devil.”



“Silver-Tongued Devil”

For most people, metaphors do not come to life. This is not necessarily so with bards. A silver-tongued devil is more accurately a demon, a quasit to be exact. A bard who uses this spell too long will turn into the form of a quasit, while gaining none of its abilities except appearance, size and movement.

Twisted Tongue

Enchantment (Compulsion) [Mind-Affecting] [Language Dependent] (Branches: Óráid, Ortha)

Level: Brd 2

Components: V

Casting Time: 1 standard action

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

Target: 1 person

Duration: 1 round per bard level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the target to relate all information in a tongue-twisting parody of his normal speech. Casting spells with a verbal component becomes impossible, and communication becomes difficult at best. The simple phrase “Defend her!” called to a group trying to defend a princess might become, “Ware the wicked weapon wielder, the winnowing wrath who wills to kill her! If we would run, perhaps to shield her, wielder’s wrath and woe won’t steal her!” The DM or player could work this out, or other players could make Int check with DC of 20 to try to understand any statement made by the affected character.

Ultimate Shout

Enchantment (Compulsion) [Mind-Affecting] [Language Dependent] (Branches: Ceol)

Level: Brd 7 [Bardic Master Song – may cast 1x/month]

Components: V

Casting Time: 1 standard action

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

Target: 1 person and area

Duration: Instantaneous

Saving Throw: None or Will negates

Spell Resistance: None or Yes

This spell has multiple effects. First, one random enemy hearing the shout must make a Fort save or die. Second, all enemies hearing the shout take 20d6 damage (Fort save for ½ damage). Finally, all creatures hearing the shout are deafened for 2 rounds and stunned for 1 round (creatures without ears are immune to deafening). The bard uttering the ultimate shout is stunned for 2 rounds and loses 1 Con for 24 hours after the shout is made.

Without Rhyme or Reason

Illusion (Phantasm) [Mind-Affecting] [Language Dependent] (Branches: Athraigh, Óráid, Ortha)

Level: Brd 6

Components: V, S

Casting Time: 1 standard action

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

Target: All in hearing range.

Duration: 3 rounds

Saving Throw: Will

Spell Resistance: Yes

This spell causes an arcane spellcaster to forget any spell he was about to cast at the time of the casting for 3 rounds, additionally, it can cause bards to forget how to utilize their bardic abilities for the same duration.

Yarnspinning

Enchantment [Compulsion] [Language Dependent] (Branches: Óráid)

Level: Brd 0

Components: V

Casting Time: Instantaneous

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

Target: All in hearing range.

Duration: Time of telling. (1 round/level max).

Saving Throw: Will

Spell Resistance: Yes

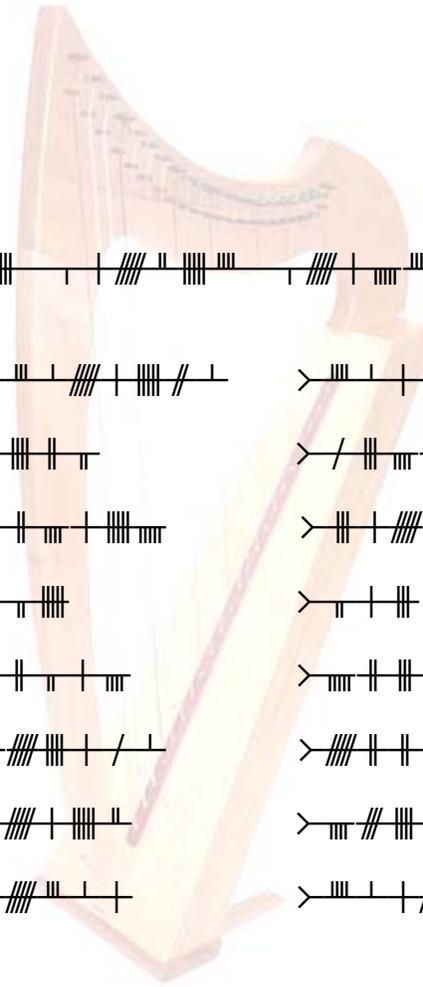
By using this spell, you enhance an audience’s response to any story, poem you are telling, or song that you are singing. You receive a +2 enchantment bonus to your Perform check for one performance. Note that spell must be woven into the telling of the story.

Additional Notes on Bard Master Song Spells

Keep in mind that Master Songs are not only powerful, they tend to be perilous. All demand that the filii finding them sacrifice something in return for their use. These are considered the height of “Old Lore” craft, and are treated with respect by all college bards. All of the Master Songs are restricted by the number of times a bard may cast them. This insures that they will never be used lightly. Additionally, some of the songs exact additional payment in the actual casting of the Song (at the DM’s discretion). These songs push the limit of a bard’s magical ability until he reaches levels above 20th. In no instance should the finding of a Master Song happen accidentally. The recovery of one of these is the result of planning and questing with the specific goal of finding a Master Song (whether the search is for a specific song, or just a Master Song in general).

DM’s may allow very high level characters (above 20th level with requisite meta-spell feats) to compose their own Master Songs. These generally do not require the same sacrifice as those found by lower level Ollamh, or those Ollamh without the capacity to formulate very high level spells.

DM’s should decide the effect of casting the Bardic Master Songs that are derived from normal Arcane spells. The effect should be notable, but limited (stunning, loss of points to an ability for a limited time, etc.). Generally speaking, the cost should be related to the energy expenditure.



A collection of musical notation symbols, including stems, beams, and various rhythmic markings, arranged in a grid-like pattern. The symbols are black and white, and some include a greater-than sign (>) at the beginning of a stem. The notation is organized into two columns of eight rows each, with a single long line of notation at the top.





> ||| | |||| // | |||| ||| | | || | ||| ||||
 > | | // |||| ||| | ||| | | || | |||| // |||| |||

 > | | | | | |||| // ||||
 > // // |||| ||| |||| // | ||| | ||| // |||| ||| ||| //
 > ||| | | | |||| ||| |||| | | |||| // | | |||| // |||
 > ||| | | | | |||| ||| ||||
 > ||| | / | | ||||
 > | // |||| ||| | |||
 > / | | ||| |||| // / |||| | | |
 > ||| | |||| | | ||| | / // || |||| ||| |||| ||||
 > ||| | | |||| ||| |||| |||| |||| // |||| // |||| |||| ||||
 > ||| | |||| ||| |
 > ||| ||| |
 > ||| ||||

 > // || | | ||| |||| ||||
 > | |||| // || ||| |
 > |||| | | | |||| ||| // |||| ||| | /

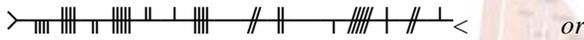
 > | // || | |||| |||| |||| ||| |
 > | |||| | | / |
 > // // |||| | ||| | |||| ||||



The Ogham

Old Lore bards and druids both utilize the druidic language. This language is considered “secret.” It is not shared outside of the druidic and bardic community.

This script can be written either horizontally (read from left to right) or vertically (read from bottom to top):



In either case, this reads “Felidhe go bragh” or “Long live the bards.” Each letter in the language represents a tree, and has a specific individual meaning. The bards have learned how to utilize this secret language to augment their magical capacity to augment their spell Perform checks somewhat.

See *poetstaves* for further information on this (DM material). This script is best suited for the secret language of the druids, but can be adapted to common as well.

The Ogham script is used only to write short scripts, grave markers, monuments, wands and the like. It can also be used in sign language to allow druids and fili to communicate silently, even if holding an entirely different verbal conversation. Druids, also, use Ogham, It is said that many druid spell scrolls are penned in this script.

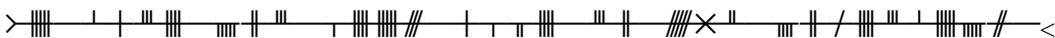
Some say that the form of writing for this language, ogham, was handed down by a god of poetry and language. While this may or may not be true, it is apparent that this form of script is very old. Note: for Common use “c” for “k”, “dg” for “j” and “bb” for “p” as easy fixes. By convention “mh” or “bh” can stand in for “v”.

Table 2: The Ogham

Ogham*	Name (Sound)	Letter	English	Meaning	Branch Magic Resonance for <i>Poetstave</i>
┆ ┆	Beth (Beh)	b	Silver Birch	Beginnings	Fréamh
┆ ┆┆	Luis (Lweesh)	l	Rowan	Protection	Cosain
┆ ┆┆┆	Fern (Fair-n)	f	Alder	Oracles	Eolas
┆ ┆┆┆┆	Sail (Sahl)	s	Willow	Cycles, Rhythm	Ceol
┆ ┆┆┆┆┆	Nion (Nee-uhn)	n	Ash	Gates	Ortha
┆ ┆┆┆┆┆┆	Uath (OO-ah)	h	Hawthorn	Cleansing	Dlí
┆ ┆┆┆┆┆┆┆	Dair (Dahr)	d	Oak	Doorways	Athraigh
┆ ┆┆┆┆┆┆┆┆	Tinne (Chin-yuh)	t	Holly	Strength in Just causes	Dlí
┆ ┆┆┆┆┆┆┆┆┆	Coll (Cull)	c	Hazelnut	Poetry, Divination	Eolas/Óráid **
┆ ┆┆┆┆┆┆┆┆┆┆	Ceirt (Kairt)	q	Apple	Choice	Bard's Choice**
┆ ┆┆┆┆┆┆┆┆┆┆┆	Muin (Muhn)	m	Grapevine	Prophecy	Eolas
┆ ┆┆┆┆┆┆┆┆┆┆┆┆	Gort (Gort)	g	Ivy	Enlightenment	Dlí/Eolas**
┆ ┆┆┆┆┆┆┆┆┆┆┆┆┆	nGadad (NYEH-dl)	ng	Reed	Direct Action, Purpose	Dlí
┆ ┆┆┆┆┆┆┆┆┆┆┆┆┆┆	Straif (Strahf)	str, z	Blackthorn	Fate	Random**
┆ ┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆	Ruis (Rweesh)	r	Old	Endings	Dlí or Fréamh **
┆ ┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆	Ailm (AHL-m)	a	Silver Fir	Long sight and clear vision	Eolas
┆ ┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆	Onn (Uhn)	o	Furze	Gathering	Fréamh
┆ ┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆	Úr (OOR)	u	Heather	Spirits and Healing	Fréamh/Ortha
┆ ┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆	Eadhadh (EH-wah)	e	White Poplar	Shielding, Speech, Language	Cosain/Óráid**
┆ ┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆	Iodhath (EE-wah)	i	Yew	Rebirth	Fréamh
┆ ┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆	Eabhadh	ea	Gooseberry	Emotion	Ceol/Ortha **
┆ ┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆	Ór	oi	Spindle	Honor of tribe/community	Óráid
┆ ┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆	Uilleann	ui	Honeysuckle	Secrets	Athraigh
┆ ┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆	Ifín	io	Aspen	Courage and Endurance	Cosain
┆ ┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆	Eamhanchol/ Phagos	æ	Beech	Guidance	Dlí
┆ ┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆	Eite		Feather or Arrow	Beginning and end of lines	
┆ ┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆┆	Spás		(Space)		

* This ogham is in the Beth-Luis-Fearn form, not Beth-Luis-Nion form. Celtic and Irish scholars can worry about which one is really “right.” The Ogham font for this form is from Curtis Clark (www.csupomona.edu/~jcclark/fonts/index.html).

** Resonances with more than one branch require the fili to choose one for a particular *poetstave*. Ceirt allows the bard's choice of branch. Straif requires a 1d8 roll to determine the branch after the *poetstave* is made, if the bard has imbued the item with a spell from the wrong branch, he only receives 5 spell charges, not the normal 10. If, however, he imbued the item with a spell from the right branch, he receives 30 charges, not 10 (at no extra cost).



beyond this point, players, do not pass, lest ye make your DM blast...you.

Three things there are that make a DM malevolent:

Unappreciative players, A player who peruses things not meant for his or her eyes, and crumbs alone left on the snack tray.

---Stiobhan

DM CONTENTS

<u>New Magic Items</u>	<u>36</u>
<u>Flute of Unpredictable Piercing</u>	<u>36</u>
<u>Poetstave</u>	<u>36</u>
<u>Robe of the Bards</u>	<u>37</u>
<u>Spellstrings</u>	<u>37</u>
<u>Minor Artifact</u>	<u>37</u>
<u>The Nineteen Tales</u>	<u>37</u>
<u>Monsters</u>	<u>39</u>
<u>Eich-Uisge</u>	<u>39</u>
<u>Leprechaun</u>	<u>39</u>
<u>Pwca</u>	<u>40</u>
<u>Selkie</u>	<u>40</u>
<u>Monster Template</u>	<u>41</u>
<u>Longaevi</u>	<u>41</u>
<u>Creating a Longaevi</u>	<u>41</u>
<u>Longaevi as Characters</u>	<u>41</u>
<u>Sample Longaevi</u>	<u>41</u>
<u>Daoine Sidhe</u>	<u>41</u>
<u>Leanan Sidhe</u>	<u>42</u>



new magic items

Flute of Unpredictable Piercing: This beautiful instrument is a well-tuned flute to even the most rigorous scrutiny. It emits no magical aura of any kind. However, it holds an interesting power that makes its initial appearance completely at random. The DM rolls a 1d20 every time this flute is played. On a roll of 20, the flute manifests its hidden power that of piercing and deafening. On the roll, the flute emits a piercing shriek. The player, and all within a 20' radius around the player, must make a Fortitude save (DC 17) those saving are deafened for 1 round, and suffer 1d8 damage. Those failing their roll suffer 1d8 points of damage, are stunned for 2 rounds, and are deafened for 3 rounds.

The truly insidious nature of this instrument, though, isn't revealed until later. For one week after hearing the flute, the characters exposed to the flute may, when exposed to loud noise, experience the same fate again (Fortitude save at +1 for each day after initial exposure.) There is even a chance during this week (1 in 20 chance per day) that the character will just experience the piercing ringing again for no reason (Fortitude save at +1 for each day after initial exposure).

The first time this flute exhibits its power; everyone (including the flautist) is exposed to these effects. After this, the player knows how to control the trill or run that causes the effect, and only the foes of the player are subject to its excruciating tones. It takes 1 round of playing to release its capacities. The flute may be played in this manner 2x/day. Further attempts will cause the only the player and his allies to suffer its effects. Creatures who are deaf, or do not have auditory organs take the initial 1d8 damage, but are immune to other effects.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, deafness, ghost harp, sound burst. Price: 14,000 gp; Weight: 1 lb.



Poetstave: A *poetstave* is a wand-like device designed to aid a bard with his Perform check for spellcasting. Several strictures apply to *poetstaves*:

1. Each bard must construct his own *poetstave*.
2. The bard may only have one *poetstave* at a time.
3. A bard may only create as many *poetstaves* as his college level, with the ability being reset at each college advancement, excepting Ollamh, who may make seven initial *poetstaves*, and an additional seven for every three levels earned.
4. Upon reaching a new college, a bard will no longer use a *poetstave* made while he was in his previous college, except to recall past events (see below).

All *poetstaves* are made from one of the woods related to the ogham, and carved with a command word of the bard's choice. The wood's resonance determines the branch of magic for which the *poetstave* provides a bonus. (See ogham description) Each *poetstave* has 5 charges/college level of the stave's maker that can be applied to spellcasting Perform checks. A *poetstave* provides a Perform bonus equal to the college level of the bard who created it. In this use, the bard does not have to be holding the item; the bard must merely have it on his person for it to work. However, the bard must work the command word audibly, into his performance.

Additionally, the bard stores in the *poetstave* one spell of the spell level indicated on the chart (bard's choice but it must be a spell from the branch of magic with which the wood resonates).

See Table 2: Ogham for the relationship of wood type to spell branch. This spell can be cast 10 times and can't be recharged (trigger as wand.).

Finally, the *poetstave* records songs, stories, and significant historical, legal, and political events the bard experiences, while he has a particular poetstave. The events are magically inscribed, from the bard's subjective viewpoint, in miniature ogham on the stave. A bard of the same college level or higher may review the material. The reviewing bard "hears" a mental presentation of the material that requires 1 hour per level of recording bard. In this fashion, each *poetstave* becomes a historical repository of the bard's relevant bardic experiences that can be shared, even if the bard is not present, or is dead.

Poetstave Statistics

College	Perform Bonus	Perform Bonus Charges	Wand Spell Level	GP Value*	XP Cost
Fochloc	+1	5	0	950 gp	38 XP
MacFuirmidh	+2	10	2 nd	1350 gp	54 XP
Dos	+3	15	3 rd	3550 gp	142 XP
Cana	+4	20	4 th	5550 gp	192 XP
Cli	+5	25	5 th	8250 gp	330 XP
Anruth	+6	30	6 th	11,000 gp	440 XP
Ollamh	+7	35	6 th	12,100 gp	484 XP

*Value does not include components for spell. Those must be added to this base cost before the *poetstave* can be made. Note this GP Value is only for determining creation cost. The item actually costs the full 1/2 of listed GP Value to make. *Poetstaves* are never sold.

Crafting a *poetstave* requires one day for each 1000gp value of the completed wand. *Poetstaves* for Ollamh have one gold band, *poetstaves* for Anruth bards have a band of silver, and *poetstaves* for other colleges have one bronze band for each college level of the creator.

Prerequisite: Craft Wondrous Item, or Craft Wand; spell to be stored and *Ghost Harp*.

Robe of the Bards: Bards are traditionally the only people who can wear robes bearing royal colors outside of royalty. Bardic robes also have the added benefit of being able to hold one protective spell level (of the Cosain branch) per college level of the robe. A Fochlocan bard may imbue his robe with two protective spell of 0-level or one of 1st level. An Ollamh may have one 6th level spell and one 1st level protective spell on his robe (or any combination of spells that equal seven spell levels, excepting Master Songs). Two 0-level spells count as one spell level for purposes of the robe. The general color of robes associated with college is as follows:

Fochloc: Gray MacFuirmidh: Blue Dos: Black
 Cana: Green Cli: Gold Anruth: Silver
 Ollamh: White robe with a crimson bird feather mantle called a *tugan*, many of these are imbued with *fly*.

Crafting a *robe of the bards* requires one full day for level. *Robes of the bards* must be made of the finest materials, and threads. The cost of the robe is 100 gp per college level plus the cost of the spells imbued into the material. Robes may be re-imbued once spells are spent, but cost of spells must be paid again.

Prerequisite: Craft Wondrous Item; spell(s) to be stored.

Spellstrings: Spell strings are strings for instruments that hold spells. Each string holds one spell, but can contain up to five levels of spells. With the exception of 0-level spells, the number of times a spell can be cast from the string is inverse to its level. Thus a 1st level spell can be cast 5 times, or a 5th level spell can be cast once. A 0-level spells may be cast seven, not five times.

Once all spells have been cast from a string, it loses all magical properties.

A musician may only use a spell from a spellstring that she is capable of casting normally.

If a bard attempt to use a spellstring while using another bardic ability, she must make a Performance check with a DC of 17 + the level of the spell. If a bard attempts to use multiple strings in a round, the Performance DC is 17+ all spell levels +1 for each string over the first played. In any case, failure indicates that the spell is misplayed, or interacts negatively with other spells or effects. The spell/spells is/are expended, but there is no effect 50% of the time, but 50% of the time, the spells rebound on the player. Note that spellstrings can create very powerful, if very unpredictable instruments (4-12 string instruments are common, but even a small harp has over 20 strings).

Crafting a *spellstring* requires five days. *Spellstrings* must be made of silver or more precious metal and cost 100 gp per spell level plus the cost of the spell to be imbued into the string.

Prerequisite: Craft Wondrous Item; spell to be stored.

MINOR ARTIFACTS

The Nineteen Tales

Often called simply "The Nineteen," these represent one of the oddest kinds of crafted magic item that exist. They are stories that are told by bards, containing magic, that once expended erases the tale from the teller's mind and the audience members' minds, except for other listening bards, who retain it. Everyone else knows they heard it, they just can't remember it. The tales also defeats any method tried to record or eavesdrop on its telling (whether magical or mundane).

The tales contain magic not normally usable by bards, and they are a set corpus. A bard can't tell one of these tales until he has heard it told, and is of the appropriate level to tell it. The tales are never written down.

In order to use one of these tales again after casting it, the bard must hear it again (they are, remember, forgotten by the caster when told). It is possible to transmit the story without casting it by relaying small portions of the story a day (24 hour period), to a listener. The number of days required is 1 day per minimum caster level. The same story may not be learned twice in succession.

The tales and their descriptions follow:

Airgne (Slaughter): This grants up to 20 warriors the capacity to extend their critical hit range by +1 for 24 hours after hearing the tale. *Example Tale: Bran and Branwen* (Wales)

Aithid (Elopedments): This tale creates a small pocket plane of great beauty (1 sq. mile) that lasts for 1 day per level of the teller. Two lovers of the bard's choice (one of whom could be the bard) may enter at will from a set location. No others may enter. The tale also generates an illusionary image (as in *mislead*), but does not cause invisibility for the eloping being. If the plane collapses while the lovers are inside, they are forced back to the set entry point. *Example Tale: Deirdre of the Sorrows* (Ireland)

Buili (Frenzy): The bard telling this imparts a battle frenzy upon up to 50 warriors for 1 day. The frenzy adds +2 to Strength, +2 to Constitution, and +1 to morale bonus on Will saves. It also causes a -1 penalty to AC. *Example Tale: The Battle Frenzy of CúChulain* (Ireland).

Catha (Battles): The tale allows the audience (up to 100 warriors) to fight in their next battle with a +4 morale bonus on Will saves (battle must be fought within 1 month of telling). *Example Tale: The Combat at the Ford* (Ireland)

Coimperta (*Conception and Births*): The story grants a 50% increase above the normal birthrate of healthy children to a small social unit of not more than 100 (tribe, clan, village) in a given year. One of the children will be born in a heroic or unusual manner, and lead a heroic or villainous existence. *Example Tale: The Conception and Birth of Arthur* (Wales)

THE NINETEEN TALES

Name	Teller Level	Effect
Airgne	14	20 warriors +1 to critical/24 hours
Aithid	7	Pocket Plane for 1day/teller level
Buili	17	Frenzy 50 warriors/1 day
Catha	18	+4 morale save for 100 warriors/1 battle
Coimperta	8	50% birth rate increase and 1 heroic figure born
Echtraí	10	10% increase in adventure values
Fessa	11	Hero's Feast 1x/day for 7 days.
Fisi	9	Know answer to next problem
Forbassa	16	+1 to besieged defenses, or +1 to besieger's attacks
Immrama	12	Makes ship more seaworthy; and captain better navigator
Oitte	13	Hearers must defeat enemies.
Serca	5	Hearer falls in love with bard or another
Sluagid	3	Makes 10 people better conditioned for expedition
Tana	2	Makes 10 people stealthier for raids.
Tachmarca	6	Increases stability of relationship
Tochomlada	15	Makes village more defensible against invasion
Tolga	20	Devastates area
Tomadma	19	Gives 100 warriors +1 attack bonus for invasion
Uatha	4	10 people more able to adventure underground

Echtraí (*Adventures*): This tale alters the next adventure of up to 10 people in the following manner: next treasure found worth 10% more than normal value; next monster fought worth 10% more XP than normal value; next spells found 1 level higher than normal (unless 9th level), next charged magic item found 10% more charges than normal. Of course guardians, traps etc. to get these will be 10% more difficult as well. *Example Tale: Conal and the Thunder Hag* (Scotland)

Fessa (*Feasts*): This tale grants the bard the ability to cast *hero's feast* 1x/day for seven consecutive days. *Example Tale: The Cup of Red Gold* (Ireland)

Fisi (*Visions*): This story bestows upon one hearer (bard's choice) the one-time ability to call upon supernatural wisdom to solve any single problem or answer fully any question upon request. Whether the information gained can be acted upon is another matter entirely, and visions are often cryptic. *Example Tale: The Vision of MacConglinny* (Ireland)

Forbassa (*Sieges*): This tale provides one of two benefits depending on whether the bard is telling it to a besieged audience, or an audience that is besieging a town, castle, etc. If the tale is told to the first audience, all buildings in the besieged community gain a +1 AC enchantment bonus against all siege engines and an equivalent save bonus against sapping attempts for three days after the telling.

If the second audience is being addressed, all siege engines gain a +1 bonus to attack rolls, and sapping attempts gain a +1 modifier as well. *Example Tale: Arthur's Siege of Benwick (Le Morte D'Arthur)*

Immrama (*Voyages*): This tale extends the following abilities to the captain of a ship for the duration of one voyage:

+2 to any Navigation roll. It also extends a +1 bonus to any save the ship itself must make, and gives the ship 10 extra hull points.

Example Tale: The Voyage of Maeldun (Ireland)

Oitte (*Violent Deaths*): This story summons one random monster of two HD higher than a chosen enemy of the teller, to fight that enemy. If others attempt to help, additional creatures appear to fight each helper (each has two more HD than the helper has HD or levels). Those enemies killed are slain forever, outside of the direct action of a greater deity. *Example Tale: CúChulain and the Grey of Macha* (Ireland)

Serca (*Loves*): This tale causes a single hearer to fall in love with the bard, or another stated person. There is no save, and the emotion is strong and tends to jealousy. This permanent condition can only be removed with a *wish*. *Example Tale: Exiles of the Sons of Uisliu* (Ireland)

Sluagid (*Expeditions*): This tale imbues 10 people with Endurance (as feat) for one week. It also grants one person a +3 to Direction Sense, and Wilderness Lore (bard's choice) for the same duration. *Example Tale: Culhwch and Olwen* (Wales)

Tána (*Raids*): This tale imbues its listeners (up to 10) a +3 bonus to stealth related activities (move silently, hide, etc.) used in the commission of any type of raid for 24 hours. *Example Tale: The Cattle Raid* (Ireland)

Tochmarca (*Courtships*): This tale aids any hearers that are in a romantic relationship, or courting to be married in the following ways: a permanent +1 to Charisma (in relation to the partner only.) A magical increase in dowry or reduction in bride price by 10% of its normal value. A permanent +1 to any save or ability that directly affects the relationship. *Example Tale: Dermott and Grania* (Ireland)

Tochomlada (*Invasions*): This tale grants the inhabitants of type of small fort, village, thorp, or hamlet of under 100 people a +1 to AC, and all buildings 10 extra structure points, if that area is under the threat of invasion (not merely just conquest, but a concerted effort by the movement of large numbers of people such as occurred on earth when the Huns moved westward). This bonus lasts until the invaders either conquer the area, or they are driven off for a span of at least one month. *Example Tale: The Palace of the Quicken Trees* (Ireland)

Togla (*Destructions*): Telling this tale brings about a massive cataclysm to the area in which the tale is told. The destruction occurs within 24 hours of the telling. Note that the audience will not be aware that this tale will have any dire consequences for them. This tale causes the equivalent of a *storm of vengeance*, immediately followed by an *earthquake*. The *storm* is centered on the area of the telling. The earthquake has a range of 10 square miles. *Example Tale: The Drowning of the Bottom Hundred* (Wales)

Tomadma (*Irruptions*): This tale applies to populations planning invasions. It allows 100 members of the invading party to have a +1 attack bonus on the first day of the invasion in which battle takes place. *Example Tale: The Disappearance of the Danaans* (Ireland)

Uatha (*Caves*): This story gives a party of 10 or less, *darkvision* for 1 week, and for each day that week grants each person a +1 bonus once (any ability or skill), to any one check they make that directly relates to underground traveling (climbing, rope use, detect traps, etc.). *Example Tale: Arthur in the Caves* (Wales)

General Properties of the Nineteen Tales

Each tale takes 1d8 turns to tell. At any time during the telling, if the teller is interrupted by battle, magic, or major distraction, the tale fails (Tellers with the Concentration feat may save against this by making a successful check). A bard may only tell one of these tales a day, regardless of how many he knows. *Caster Level: 20th; Weight: None*

monsters

Eich-Uisge (Kelpie/water horse)

Large Magical Animal

Hit Dice: 5d10+10 (35 hp)

Initiative: +2 (Dex)

Speed: 60', swim 30'

AC: 14 (-1 size, +2 Dex, +6 natural)

Attacks: 2 hooves +2 melee; bite +2 melee

Damage: Hoof 1d4+3; bite 1d8

Face/Reach: 5 ft. by 5ft./5 ft.

Special Attacks: Spell like abilities, trample 2d6

Special Qualities: *Wild shape.*

Saves: Fort +8, Ref +3, Will +2

Abilities: Str 16, Dex 15, Con 17, Int 8, Wis 10, Cha 16

Skills: Hide +0*, Listen +6, Spot +8, Move Silently +6

Climate/Terrain: Temperate or Tropical aquatic

Organization: Solitary

Challenge Rating: 4

Treasure: None.

Alignment: Chaotic

Advancement: 5-8 HD (Large).

The eich-uisge is a magical horse-like mammal that lives underwater, but can also live on land. These beautiful creatures are, however, extremely dangerous.

The eich-uisge is carnivorous, and comes on land to eat livestock, deer, elk, wild swine but its abilities seem oddly specialized for hunting non-elven humanoids. It uses most of its spells to accomplish this. The eich-uisge can be trained as a fine mount. But it must be kept far from large bodies of water. If it gets near water, it will bolt to it. Woe to the rider of the beast at that time. Occasionally, a stallion eich-uisge will mate with a mare horse. The offspring is always the finest quality Light War Horse, but it must be fed a diet that includes meat.

COMBAT

The eich-uisge can fight with its front hooves, and will also deliver a vicious bite. They also trample if the opportunity presents itself. They can be trained similar to Light War Horses by the very brave, or the very foolish. When hunting, the eich-uisge uses its *charm animal or person* ability to hold an animal. However, with a person, its approach is more insidious. The creature attempts a *charm* first, and then *suggests* that the person mounts. The enthralled being is then hit by a special limited *web* spell (same as normal, but area is lower torso and legs and around the abdomen of the eich-uisge) that straps the rider to the horse, and then a *hold person* spell to ensure that the rider doesn't escape. The eich-uisge then plunges into the nearest large body of water and drowns the victim, and then settles down for a nice repast. If threatened on land, the creature shape changes into a woman, and feigns some horrific story to escape capture.

Wild Shape: The eich-uisge can 3x/day change shape, as per the druid *Wild Shape*. It always changes into either a human female, or, when returning to the water, kelp. This latter trait has caused many to wrongly surmise that the eich-uisge is a plant.

Spell-Like Abilities: at will: *waterbreathing*; 5x/day: *hold animal or person*; 3x/day: *charm person*, *suggestion*, *web*. Spells cast if by an 8th level sorcerer. (save DC 11+spell level)

Carrying Capacity: A light rider for an eich-uisge is up to 230 lbs., a medium rider, 231-460 lbs. They will not carry heavier persons.

Leprechaun

Small Fey

Hit Dice: 1d6 (3 hp)

Initiative: +3 (Dex)

Speed: 20 ft.

AC: 14 (+1 size, +3 Dex)

Attacks: Shillelagh 1d6-2

Face/Reach: 5 ft. by 5ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: SR 17

Saves: Fort +2, Ref +4, Will +3

Abilities: Str 8, Dex 16, Con 11, Int 14, Wis 13, Cha 14

Skills: Craft (cobbler) +5, Escape Artist +6, Hide +7, Listen +12, Move Silently +6, Search +5, Spot +4

Feats: Alertness, Dodge, Mobility

Climate/Terrain: Temperate Forests and Hills

Organization: Shift (2-4), Clan (14-20)

Challenge Rating: 4

Treasure: 75% coins (gold only); 25% goods or items.

Alignment: Neutral

Advancement: 2-3 HD (Small)

Leprechauns are wee folk who are found in fair green lands, who enjoy frolicking, magic and causing mischief. Favorite pastimes include stealing valuables from adventurers, and making shoes. They also have a love of music and dancing. Leprechauns tend to aid helpless creatures that are being attacked, and a soft spot for all weaker creatures.

Leprechauns have pointed ears, and noses that come to a tapered point. They wear pointed shoes, green or brown breeches, green or gray coats, and either wide brimmed hats, or stocking caps. Many enjoy smoking pipes. Leprechauns stand around 2 feet tall.

COMBAT

Leprechauns prefer not to fight at all. They will attempt to escape and mislead their followers if possible. However, occasionally they will give a good whack with their shillelagh.

Limited Wish: A leprechaun can grant 3 *limited wishes* if his gold is stolen in exchange for the gold. The leprechaun can also offer to grant a 4th wish. However, this final wish is a trick. If accepted, this wish reverses the results of the first three.

Spell-Like Abilities: at will--*invisibility*, *ventriloquism*; 3x/day--*permanent image* (visual and auditory elements only), *polymorph any object* (non-living objects only); Spells cast as if by a 9th level sorcerer (save DC 12 +spell level)

pwka (pooka)

Tiny Fey

Hit Dice: ½ d6+1 (+3 Feat) (6 hp)

Initiative: +3 (Dex)

Speed: 20 ft

AC: 17 (+2 size, +3 Dex, +2 natural)

Attacks: Unarmed Strike attack

Damage: Unarmed 1d4-2

Face/Reach: 2 ½ ft./ by 2 ½ ft./0 ft.

Special Attacks: Unarmed Strike, Stunning Attack (Su); *Flurry of Blows* (Su); Spell like abilities.

Spell like abilities.

Special Qualities: SR 17, natural invisibility

Saves: Fort +4, Ref +4, Will +2

Abilities: Str 10, Dex 16, Con 11, Int 14, Wis 13, Cha 14

Skills: Hide +0*, Listen +6, Spot +8, Move silently +6

Feats: Improved Unarmed Strike, Toughness

Climate/Terrain: Temperate Forest or Hills (Households)

Organization: Shift (2-4), Clan (14-20)

Challenge Rating: 2

Treasure: No coins; 50% goods; 50% items

Alignment: Always Neutral

Advancement: 1-2 HD (Tiny); 3-5 HD (Small)

The pwka is normally a helpful fey of the house fairy variety. They tend to help clean, watch after domestic animals, and do other minor helpful thing around a household without being intrusive (they are invisible most of the time after all). In return they expect nothing more than a few choice table morsels and a paniken of milk at night.

Pwka are small 1-foot tall creatures, they resemble provincially dressed humanoids, with slightly pointed ears and disheveled hair.

The problems start to arise when they perceive a slight. Pwka are proud. If mistreated, they turn on their hosts.

COMBAT

The pwka is unique among fey-kind in that it physically attacks its targets with its fist, feet, knees, elbows, and head. It generally will only attack a weaker or unarmed opponent in this fashion (milkmaid, child, mother, grandfather, unarmed peasant, etc.).

Against stronger opponents, the pwka turns to its illusion magic and attempts to lead its opponents into harmful situations.

Unarmed Strike: A pwka gains more damage in unarmed strikes than most tiny creatures. Additionally, as their HD increase, they use the Small Monk Damage chart in the *PHB*, page 39. A pwka fighting unarmed gains the benefits of Improved Unarmed Strike feat, and so does not provoke an attack of opportunity.

Stunning Attack (Su): 2x/day a pwka can use a Stunning Fist ability as a monk: must preannounce attack, if foe is hit, the target must make a Fortitude save (DC 10+ ½ pwka's HD round down, but always at least 1] + Wis modifier), in addition to receiving normal damage. If the saving throw fails, the opponent is stunned for 1 round. A stunned character can't act, and loses any Dex bonus to AC, while the attacker gets a +2 bonus on attack rolls against a stunned opponent. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits can't be affected by a pwka's stunning attack.

Flurry of Blows: A pwka may make a flurry of blows at the expense of accuracy. When doing so, a pwka may gain one extra attack in a round at her highest base attack, but every attack made in that round suffers a -2 penalty. This penalty lasts for one full round, and so might affect any attacks of opportunity the pwka gets before its next action. The pwka must

use a Full Attack action to make a flurry of blows (see *PHB*, page 124).

Usually, a pwka's unarmed strikes deal normal damage rather than subdual damage; however, it can choose to deal the damage as subdual damage when grappling (see *PHB*, Special Attacks and Damage, Subdual in Chapter 8 Combat).

Spell-like abilities: A pwka can use *invisibility* at will; 5x/day: *dancing lights*, *grease*, *mend*, *ventriloquism*; 3x/day *major image*.

Selkie

Medium Fey

Hit Dice: 3d6+3 (12 hp)

Initiative: +1 (Dex)

Speed: swim 40 ft.,

AC: 14 (+1 Dex, +3 natural) or 13 (leather, +1 Dex)

Attacks: bite or weapons

Damage: Bite 1d6; Longsword 1d8

Face/Reach: 5 ft. by 5ft./5 ft.

Special Qualities: *Wild shape* (Su)

Saves: Fort +8, Ref +3, Will +2

Abilities: Str 15, Dex 13, Con 13, Int 12, Wis 10, Cha 16

Skills: Animal Empathy +3, Listen +3, Swim +10

Feats: Dodge, Mobility

Climate/Terrain: Temperate or Cold aquatic; adjacent lands

Organization: Bark (4-6); Pack (12-30)

Challenge Rating: 2

Treasure: 25% coins; 25% goods; 50% items (no scrolls)

Alignment: Neutral Good

Advancement: 5-8 HD (Large), or by level.

Selkies are a race of fey seal-like creatures that primarily live in the water, and protect their hunting and breeding areas. In their normal form they are almost indistinguishable from true seals. However, once a month, for up to a week, adult selkies may change into human form, and go exploring among humans. Selkies in human form are extremely attractive. They have striking blue or green eyes, and black hair (in all cases). In this form, each selkie carries a *sealskin* that must be guarded or hidden. The loss of this skin forces a selkie to retain its form until the skin can be recovered. The selkie loses 1 point of ability per week after the first, in a specific order, until the skin is recovered or the selkie wastes away and dies (loss order: Cha, Con, Str, Dex, Int, Wis). A selkie is prohibited by some unknown stricture from directly confronting the holder of the skin, and must win or get it back in some other fashion. Selkies can progress as fighters, rangers or druids. Selkies can be recognized in their human form by their odd behavior and predilection for a seafood diet.

COMBAT

While fighting in seal form, selkies depend upon their swimming speed, and their vicious bite. In human form, they fight with longsword, but prefer leather armor.

Special Qualities: 2x/month: *Wild Shape (Su)* into human form and back to selkie. Note that selkies are not lycanthropes. This is a normal innate ability, not an affliction. Selkies get along well with dolphins and sea elves.

templates

Longaevi

("The Long-Lived")

Although it has been rumored that there are Celestial and Fiendish equivalents for neutrality, they have not been seen. There are no angels of neutrality, and so no Half-Neutrals, no Half-Impartials, no Half-Equilibria. However, that doesn't mean this type of half-creature doesn't exist on its own, outside of procreative bonds between planar and material. They do exist. They are called the Longaevi.

The Longaevi are those whose spirits exist halfway between good and evil and whose abode is halfway between the outer planes and the material. They dwell in the partial planes, the Plane of Shadow, the Realm of Faerie and other in-between places.

These beings are as glorious as the Half-Celestials, but as perilous as the Half-Fiends. They are generally beautiful, but their auras betray something dangerous to humanity. Many humanoid Longaevi are often called "Sidhe" (and so, often confused with the Half-Celestial Seelie and Half-Fiendish Unseelie Courts). They are often noble, and impassioned about their own concerns whether that be nature, or frolicking, or the hunt. They show much less concern for mortals, and often use them (if not always badly) to arrive at their goals.

CREATING A LONGAEVI

"Longaevi" is a template that can be added to any corporeal creature with an Intelligence score of 2 or more and aligned with neutrality in at least one facet of its alignment (referred to hereafter as [base creature]). Beasts or animals with this template become "magical beasts," otherwise the creature's type changes to "outsider." It uses all of the base creature's statistics and special abilities except as noted here.

AC: Natural armor improves by +1.

Special Attacks: A longaevi retains all special attacks of the base creature and gains the supernatural ability to use *faerie fire* at will, as the spell. The creature also gains the following:

Smite Non-Neutral (Su): Once per day, the creature can make a normal attack to deal damage equal to half its HD total (round down, but never less than 1 pt., maximum of +10), against any foe without a neutral component in its alignment.

Longaevi with an Intelligence or Wisdom of 8 or higher possess the following spell-like abilities, using their level as the caster level, as specified on the table below. Unless otherwise indicated, the ability is usable once per day.

Level	Abilities	Level	Abilities
1-2	Protection from evil Protection from good Cause fear	11-12	Geas/Quest Heroes Feast
3-4	Enthrall	13-14	Binding Insanity
5-6	Bestow Curse Remove Curse	15-16	Maze
7-8	Break Enchantment Hallucinatory Terrain	17-18	Temporal Stasis Shapechange
9-10	Mirage Arcana	19+	Weird

Special Qualities: A Longaevi has all the special qualities of the base creature, plus low-light vision. Longaevi are immune to poison, cold and disease, and have an acid, fire, and electricity resistance of 15.

Saves: Same as base creature

Abilities: Increase from base creature as follows: Str +2, Dex +4, Con +2, Int +4, Wis +2, Cha +4.

Skills: A longaevi has 8 skill points, plus its intelligence modifier, per Hit Die. Treat skills from the base creature's list as class skills and other skills as cross-class. If the creature has a class, it gains skills for class levels normally. Some other skills might be appropriate for the Longaevi that the base creature doesn't exhibit.

Feats: Longaevi have one feat for every four levels or the base creature's total of feats, whichever is greater.

Climate/Terrain: Same as either the base creature or planar

Organization: Same as the base creature

Challenge Rating: Same as the base creature +1

Treasure: Same as the base creature.

Alignment: Always neutral (in at least one facet)

Advancement: Same as the base creature.

LONGAEVI CHARACTERS

Longaevi humanoids often have a character class, favoring all classes but clerics, paladins, and monks. Nonhumanoids are sometimes barbarians, bards, rangers and sorcerers. Longaevi rarely ever worship deities, but occasionally recognize those with neutral aspects.

Sample Longaevi

This following character uses the elf as the base creature, but note the character is not a true "half" creature. Although Longaevi are similar to the Celestial/Fiend half-breeds, they are not descended from anything but themselves. That is, they aren't Half-Longaevi/Half-elf, but really completely Longaevi.

Longaevi don't think extensively about humanity, one way or another, but occasionally cross paths with individual humans. The response of the longaevi is often predicated on whim, I'll take the baby, love the woman (or man), help the victim, or play a trick on the whole lot of them. In cases where a home realm of a longaevi, itself, is threatened by other forces, longaevi can become downright nasty, whether the threat is real or perceived, of course, is another matter entirely.

Daoine Sidhe (Theena Shee)

Longaevi (elf)

Medium-Size (Fey) Outsider (Neutral, Good)

Hit Dice: 1d8-1 (3 hp)

Initiative: +3 (Dex)

Speed: 30 ft

AC: 19 (chain, shield, +3 Dex)

Attacks: Longsword +1 melee

Damage: Longsword 1d8

Face/Reach: 5 ft. by 5ft./5 ft.

Special Attacks: Spell like abilities

Special Qualities: SR 10

Saves: Fort +0, Ref +1, Will +1

Abilities: Str 12, Dex 17, Con 12, Int 15, Wis 13, Cha 15

Skills: Craft +1 (choice), Hide +1, Listen +3, Ride +1

Search +3, Spellcraft +1, Spot +3

Feats: Combat Casting, Weapon Focus (longsword),

Climate/Terrain: Temperate Forest

Organization: Troop (5-20); Raid (20-50 plus 2 to 5 3rd-level sergeants, 1 5th-level lieutenant, 1 7th-level captain, and a raid leader [usually a prince, sometimes the king or queen]); Clan (50-200 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th level captains, plus 1 10th level war-leader [usually a prince], and other royalty)

Challenge Rating: 3

Treasure: Standard

Alignment: Neutral or Neutral Good (Neutral Evil rarely.)

Advancement: by class.

The sidhe are among the most powerful of fey kind, resembling both humans and elves, but more dangerous than either. Bards tell that they once lived in mortal realms, possibly as elvenkind, but as men advanced, the sidhe completely withdrew from the world. The sidhe are very skilled in magic, and in many arts and crafts as well. Their own realm touches on the mortal world in deep forest glades and ancient burial mounds, and stone rings.

The sidhe are tall and fair. They are lithe of limb, and have slightly pointed ears. They dress in tunics and capes, and adorn themselves with jewelry that is nothing less than sumptuous. Their weapons are likewise ornate, with the least of these being of masterwork quality.

Sidhe prefer the classes of bard, druid, ranger and wizard. They often multiclass.

COMBAT

The sidhe are fierce in battle. They make great use of their magics, and magic armors and weapons, as well as their natural skill with these. Individual humans are hard pressed against a sidhe warrior of the same level. And the fairy raid (the riding of the sidhe), although beautiful to behold, is a dangerous affair if these forces should be looking in your direction. Sidhe prefer the longsword, shortbow, and short spear in combat (mounted), and longsword, longbow and spear while on the ground.

Spell-like abilities: At will: *Faerie Fire*; *Smite Non-Neutral (Su)* 1x/day; *Protection from good* 1x/day; *Protection from evil* 1x/day; *Cause Fear* 1x/day.

Daoine Sidhe Traits:

- Proficient with longsword, longbow, shortbow, and spear regardless of character class.
- +2 racial bonus to Search Spot and Listen checks. A sidhe who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it.
- Low Light Vision: Sidhe can see twice as far as a human in starlight, moonlight, torchlight, etc.
- Sidhe receive a -1 Penalty to AC when facing opponents using iron weapons.

DAOINE SIDHE SOCIETY

The society of the sidhe is much like that of elves except that they tend to live in clan castles ruled by faerie nobility. The faerie realm is a difficult and dangerous place for even these beings. The sidhe occasionally foray into mortal realms on Faerie Raids for battle, adventure. The Sidhe are perilous, as mortals who deal with them find, but occasionally, a young human knight, or bard is caught up into a Faerie Raid, or spelled away, to delight and entertain the sidhe for a while. Often though seeming a short time in the realm of Faerie, decades or centuries can pass in mortal lands...or not.

SUBTYPE

Leanan Sidhe
(Laynaun Shee)

Tales speak of a singularly troubling sidhe for bards. This being serves as a vampiric muse, paramour, and, is potentially, deadly. Or so the tales say. The reality is something a bit different, as reality sometimes is.

The Leanan Sidhe are female daoine sidhe who become so saddened by the lack of artistry in clod like mortals, (almost always human or half-elven bards), that they strive to help these

beings find more skill. Fortunately, these women who show such concern over mortals are very rare. For the power of the sidhe is not safe for the mortal, and often the relationships become harmful for the recipient.

Human and half-elven bards who fail a Will check after accepting tutelage by a Leanan sidhe become enamored of her. The DC is equal to her Charisma score with no modifiers. A bard must make additional checks for every week he continues studying with the Leanan Sidhe. The effect on the bard is directly related to the level of the Leanan Sidhe and the amount of time the bard remains with her.

After one week of being enamored, the bard's Perform checks increases by +1, at this time, if the Leanan Sidhe is of 1st-level or higher, the bard must save versus *charm person*. He must make this check for every additional week the relationship continues. The duration is permanent or until the Leanan Sidhe takes an action that would break the spell. Note that the Leanan Sidhe is not aware of this situation, as she does not cast the spell. Rather, some supernatural resonance and the emotional/mental state of the bard cause this. If the bard fails, he will not willingly leave the Leanan Sidhe.

If the bard falls under this *charm*, and if the Leanan Sidhe is of at least 3rd-level, the bard must make a Will check at -1, as if *enthrall* had been cast on him for every additional week (second week plus) the bard stays with the Leanan Sidhe. If the bard fails, he gains an additional +1 to all Perform checks (+2 total). The *enthrall* spell does not have its normal effect, except in that the bard gives his undivided attention to the Leanan Sidhe. He can still function, but everything aside from her is not worth his attention (friends, family, obligations, etc.). The duration is again permanent, unless the Leanan Sidhe breaks the initial *charm* (while unaware of the spells, she notices his behavior.)

If the bard falls under this *enthrall*, and if the Leanan Sidhe is of at least 5th-level, the bard must make a Will check at -2, as if *bestow curse* had been cast on him for every additional week (third week and following) the bard stays with the Leanan Sidhe. If the bard fails, he gains an additional +2 to all Perform checks (+4 total). Only one of the first two *bestow curse* effects operate (DM choice, as listed for that spell in the *PHB*).

If the *curse* activates, and if the Leanan Sidhe is of at least 11th-level the bard is automatically acts as if a *geas* had been cast on him if he stays an additional week (fourth week) with the Leanan Sidhe. He gains an additional +2 to all Perform checks (+6 total). The *geas* in effect demands that the bard successfully win the sidhe's love. Up until this time, although he is completely smitten, and spell bound (in a very real way), he has demanded nothing of her. However, his demands might well be the thing that drives her off.

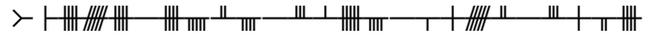
If within the fifth week, the bard does not die, and if the sidhe is of 13th-level, he must make a new Will check at -6 or act as if the *insanity* spell had been cast on him, however, he remains utterly clear about his *geas*, and he can still perform with clarity probably unmatched in his life. He makes Perform checks with an additional +2 (+8 total).

Finally, if, by some chance, the bard manages to live another week (6th week), and if the sidhe is of 17th-level or higher, all other magics from the relationship affecting the bard cease, he completely forgets who he is and *shapechanges* (no save) into an animal that forevermore follows the sidhe (only a *Greater restoration*, *limited wish*, *miracle* and *wish* can restore the bard).

A bard simply studying with the Leanan Sidhe for more than two weeks who does not ever succumb to any spellings gains a permanent +1 to Perform. A bard who becomes enamored, and is then restored, gains ½ of the highest level of Perform bonus granted by the Leanan Sidhe (but never gain less than +1). In all cases where a Leanan Sidhe is not of a high enough level to resonate the new spell effect, the bard simply remains in his

present state until something breaks the *charm*, or undoes or restores him to his normal state. The Leanan Sidhe is generally at stages flattered, responsive, bored, repulsed and (when he reaches animal form) accepting of services. She, ultimately, is not terribly moved by the bard's plight. He is, benefiting, after all, from the relationship. Keep in mind that the Leanan Sidhe is not causing this, but rather the bard/sidhe relationship. In this particular instance sets off an odd bond that is perilous to the bard.

A quick note: be sure to add a college level line on your PC record sheet to keep track of college and its level.



LEANAN SIDHE/BARD BOND

Sidhe Level	Perform Bonus (total)	Spell Effect	Week takes effect	Bard Save
any	+1	enamored	immediate	Will
1+	+1	<i>charm</i>	End of 1st+	Will
3+	+2	<i>enthralled</i>	End of 2nd+	Will -1
5+	+4	<i>Bestow curse</i>	End of 3rd+	Will -2
11+	+6	<i>geas</i>	End of 4th+	none
13+	+8	<i>confusion</i>	End of 5th+	Will -6
17+	-	<i>changeshape</i>	End of 6th	none

heroic overlays: making the classes yours

The heroic overlay is a concept that works much like a monster template or an archetypal template for a character. It makes changes to a class without altering its underlying basics. An heroic overlay is a very special type of class that allows for strong DM "meddling" with the D20 system while respecting the importance of balance in class creation. These classes do not generally develop through as many levels as other types of partial classes, usually only one to four levels. Characters may also take these "micro-classes" at any point and time in their adventuring career (although some micro-classes might better fit low level characters, and others high). Micro-classes follow the same development format as the college development listed above. Heroic Overlays might include an overlay detailing a one level city honor guard class (similar to the stints in an embassy or at the tomb of the unknown soldier), an apprenticeship overlay (page and squire come to mind), a special term of service in a high temple (one to four levels), or many other potentials.

The true strength of using overlays lie in their flexibility, and the system's capacity to allow characters unusual combined potentials without unbalancing the overall game, even at low levels. The following two overlays are both set on a fighter, class (any element not covered in the overlay operates as per the standard fighter).

The Page

Char Levels	Attack Rate	Save Rate	Armor	Bonus	Special
1-2	As Rogue	Fighter	Light/Med Only	+1 Handle Animal +1 Ride	Serving*

*The Serving Ability gives a +1 bonus to the Listen Skill with a +1 bonus to Gathering Information Skill. This is a passive ability, the page does not ask questions, but learns to acquire information in social settings to pass along to his sponsoring knight.

(In this configuration, completion of both levels of the Page Heroic Overlay would be a requirement for the Squire Heroic Overlay).

The Squire

Char Levels	Attack Bonus	Save Rate	Armor	Bonus	Special
3-4	As Cleric	Fighter	Light/Med only	Mounted Combat, +1 Diplomacy, Ride By Attack	Combat Train Mount

*A Mount that is combat-trained maneuvers in concert with its rider in such a way that the rider gains best advantage from its mount. The rider gets a +1 Situation mod. To AC, while mounted, additionally, the mount can still be controlled while unreigned (via whistles, clicks, knee pressure, etc.). A successful handle animal check is required to determine success of the mount's maneuver.

These types of heroic overlays can be used to add flavor to a campaign setting, and can be customized easily to fit cultures in specific game worlds.

and what is a college?

Within the framework of an heroic overlay, a college is a collection of related aptitudes built around a standard class structure that reflect a systematic program of learning.

Note that several colleges could exist under the umbrella of a "university" setting. It is also possible that the completion of one college (that is, reaching maximum level and experience in that college) could serve as prerequisites for entrance into another college. In some cases, this grouping by prerequisite colleges could almost represent a "class" in and of itself, as is the case with the "College Bards" presented in this work. Below is a quick development guide for a "college" that would work within the Heroic Overlay concept.

Quick guidelines for developing a Heroic Overlays:

Step 1: Associate a heroic overlay with a base class or classes. Determine name, game rationale, setting rationale, and level range (usually 2 to 4 class levels in one college, or group). Heroic Overlays should always be developed to exist within the framework of a given game world, and should reflect the a part of the culture of the world in which they exist.

Example: A paladin college, Justiciar, exists in the capitol city. It's goal is to teach how the laws of the land relate to Rao's tenets. It is a three level college, and graduates are often commissioned by the crown to serve as judges throughout the kingdom, as well as keepers of the peace.

Step 2: Determine individual heroic overlay goals, affiliations, and concentrations. Even though levels might have some minor differences in focus, all levels in a given college should have the same overall focus.

Example:

First Year (Initiate): Learn to serve others, learn rudiments of legal structure of the land. Learn historical development of the legal system and study specific cases in development. Develop oratical skills.

Second Year (Brother): Learn legal applications, work with paradoxes, fair interpretation, just but merciful application.
Third Year (Justicar): Study Raon theological implications of legal application. Serve as legal apprentice.

Step 3: Determine what class attributes are governed by college association, and what attributes are influenced (associated) with the college (or college levels), and what remains outside of college relation entirely. Some normal class attributes might be traded or dropped for capacities gained within the college. Benefits and disadvantages should always be balanced.

Example: Skill access will be governed by Justiciar College, and students will gain some skill bonuses as well as some bonus feats. Paladins will lose the benefit of a paladin mount while in college (study takes precedence over martial application), and also gain the attack rate of a cleric as opposed to that of "normal" paladins. In addition, the paladin will be required to adopt an extra "stricture" governing behavior for each year of college that they must follow or lose any benefit provided by the college.

Spells and special class abilities (excepting the paladin mount) are not governed by the college, and are adopted as per the normal paladin progression.

Example:

Skills: Language, Knowledge (History), Knowledge (Law), Performance (Oratory), Knowledge (Rhetoric), Knowledge (Religion), Persuasion, Bluff

Step4: Develop individual class levels within the college.

Justiciar College (Paladins of Rao)

Char Level	Level Name	Base Attack Progress	Base Save Progress	Strictures	Benefits
1-2	Initiate	As Cleric	As Paladin	No Mount, Must perform menial act of service to another 1x/day	Knowledge +1 (choice) +1 Int
3-4	Brother	As Cleric	As Paladin	No Mount, Render 1act of mercy per week	Persuasion +1 +1 Wis
5-6	Justicar	As Cleric	As Paladin	No Mount, Act as impartial, fair, merciful judge 1x/week	Leadership +1 +1 Cha

Step 5: Balance advantages and disadvantages within college advancement structure, and then balance in relation to the Base Class.

Step 6: Review and playtest to insure playability and balance when weighed against standard character classes.

Heroic Overlays can be developed for a wide range of class situations: colleges centered on a class based on a ranger representing an arcane spellcasting fighter or a spellcaster who chooses specific paths of magic, or class based on paladins with bardic abilities are all possibilities. Heroic Overlays for other types of characters could be structured vastly differently, but rationale and game balance need to be equally represented.

A quick development of a collection of related colleges "The Colleges of the Order of the Unicorn" that give female fighters some magical ability in where "lower" colleges serve as prerequisites for "higher" colleges might look like this. Each college level could contain either two or three class levels (base attack rate stays at Fighter Base Class standard).

The Colleges of the Order of the Unicorn

PC Levels	College Name	Save Rate	Armor	Align.
1-2	Foal	Rogue	light	Non-E
3-4	Yearling	Wizard	light	Non-E
5-6	Destrier	Fighter	light/med	NG,C G
7-8	Unicorn	Druid	light/med	NG,C G

Obviously, the number of spells per day, and spells known would be few and the save rate would differ from a standard fighter. Alignment and armor restrictions (and possibly others) would offset the gaining of spells. (Note: this class is not fully developed!). After assuring balance, this could be a viable Fighter College.

Note that the save rate advancement in heroic overlays might differ from multi-classing. When a character multi-classes, she gains the initial save values for a new class. When a character is in a heroic overlay, the heroic overlay

might just dictate which progression rate a character follows at a level equivalency. In the example, if this were a two-class level college structure, a character moving from 2nd to 3rd level (Fool to Yearling College), the character would not gain the initial +2 bonus to Int. saves that a multi-class character gaining her first level as a wizard would gain. Rather, the save rate would shift from the advancement of a 2nd level Rogue, to that of a 3rd level Wizard.

Example: If Elyren were to multiclass as a fighter/wizard, her 3rd level saves would be Fort: 3 Ref: 0 Will: 2, but as a 3rd level character of the Order of the Unicorn (Yearling college member) her saves will be Fort: 1 Ref: 4 Will: 0, the shift from the Rogue 2nd level save (Fort: 0 Ref: 3 Will: 0) to Wizard 3rd level save picks up on the 3rd level of Wizard advancement (+1 to Fort, +1 to Ref and +0 to Will). A multi-classing Rogue/Wizard of the same levels would have a total of Fort: 0, Ref: 3, Will: 2

Other heroic overlays might just influence special abilities, or skill sets, or feat sets. Normal skill and feat acquisition rates, however, should not be controlled the overlay, but remain a part of the Base Class as presented by the *Player's Handbook*.

Some heroic overlays may not have several affiliates (as do the bard colleges presented herein), but rather may only influence two, three or four levels of a character's career. The modern college and university system would fall into this category. A character would "study" for four levels to gain a set of skills and/or feats connected to the college to earn a specific "degree."

By careful building, heroic overlays can allow for a very flexible system to add to the unique flavor of a campaign, and allow for character types that don't, and can't exist by use of standard classes, or other special class types alone. It is important to reiterate that game balance is crucial in the development of heroic overlays. For every positive aspect, there should be a corresponding negative of near equal value. It is also important to make sure that the core advancements aren't changed so that the classes still maintain parity with other classes in D&D.

Notes on Creating the Bardic Colleges:

In order to create the bardic colleges, I determined the college level divisions. I used the traditional Irish/Welsh bardic college structure represented by Gary Gygax's first edition bard as a starting point...and fit it into the 20 levels of character advancement.

Each college should generally contain more than one level (with some rare exceptions where necessary), and fewer than five levels. Associated colleges need not be consistent in class levels, but they should be mostly so, and have a good rationale for any inconsistency. In my case, the Ollaire group as probationers, and the Ollaimh as graduates made for easy

"non-standard" length colleges because of their positions as the first and last college levels.

I wanted each college to portray a focus. In the bardic colleges, some colleges were closely related to the normal bard, others show a strong druidic influence, while others are more similar to wizard or fighter. These choices helped mold how each college was going to stand apart from other colleges with regard to abilities and skills. Because the entire class is predicated on the bard, each college still maintains a strong affinity with that base class. I tried to give each college a strong "flavor" and focus, and heightened this by keeping them somewhat separate in affiliation (and strengthened this by separating them into upper and lower divisions). In this I was helped, somewhat, by the real divisions that existed in Irish and Welsh bardic traditions.

Finally, I had to determine what character attributes the colleges governed, and what areas the colleges influenced. This is, perhaps, the most difficult area, because it requires continual eye on game balance. Ultimately, I decided the college should bundle spells known, spell strictures (to slow spell acquisition), alignment requirement (to restrict the class), bardic ability use, skills allowed, and deafness to performance/ casting percentage. The class levels maintained spells per day as well as actual progression in attacks, saves and core class aspects like class skill max ranks, cross-class skill max ranks, feats and ability increase remain standard.

Because each college serves as an Heroic Overlay, it is important that the same care in making these be taken as with developing other partial class concepts. In the case of the bardic colleges, I balanced increase in spell selection and increased abilities with the performance

check for spell casting. In some college levels (Ollamh specifically), there was no clearly defined relation with any specific rate, so I made a choice that slowed abilities, but also increased the offensive capacity of the bard with regard to weaponry known (these were more predicated on the first game edition of the bard rather than on historical association with combat.)

In some instances, I used the college to flatten out class aspects, as in the spells known attribute. Because these bards learn spells by serendipity as much as by level advancement, I wanted to make sure that this aspect nodded to a broader advancement. Bards have the capacity to know spells faster than the standard, but the serendipitous nature of a bard's coming by spells will slow this down in game play.

Finally, I collapsed the seven separate colleges (micro-classes) into a single "class." This worked in this instance because the colleges are bundled into a system in which each college is a pre-requisite for the college after it, and the total number of character levels in relation to all the college levels, in this case, matches the twenty levels for a standard class.





30 raibh mile maith agat!

Thanks!

I'd like to recognize several people whose work really made this happen: Obviously, Gary Gygax and Dave Arneson for coming up with D&D in the first place, WotC and the talented creators of the new edition (and Peter for letting me run a bard in a test game in Renton a good year before this version of D&D came out; they even let me sing!), Monte Cook for his *Eldritch Might II*, which set me thinking about bard design, again. And tons of people with web sites about bards, druids, Celts, Ogham, the Irish, the Welsh, etc., etc. but notably: Leigh T. Denault (www.watson.org/%7Eleigh/celts.html), Cathleen Whittaker (www.cldproducts.com/ogham/ogmean.html), Susan Bosler (www.geocities.com/Area51/Shire/3951/dryadart.html), Curtis Clark (www.csupomona.edu/~jcclark/ogham/), Chris Thurtle (www.geocities.com/Vienna/2662/main.html), Sean Tuathal (www.imbas.org/eaw.htm), Karl Raimund (www.unet.univie.ac.at/~a8700035/celtreli.html), C.E.L.T. (www.ucc.ie/celt/publihd.html), Brehon Aid (ua_tuathal.tripod.com/brehonaid.html), John F. Wright (www.illusions.com/rowanhold/3things.htm), W.J. Bethancourt III (amtgard.pinkpig.com/bards/onbards.htm), Lisa L. Spangenberg (www.digitalmedievalist.com/faqs/druid.html), (www.users.bigpond.com/troy-kim/bard.html), (www.paganspath.com/magik/celtic/history-bards.htm), Mara Freeman (www.celticspirit.org/wordofskill.htm), Brian Cook (bvsd.k12.co.us/cent/Newspaper/sep95/bard_BC.html), (www.celtica.wales.com/hanesfa/celtiaid/pennod7/p58.html), (druidry.org), and Chadwick, Nora. The Celts. New York: Penguin, 1971. Foster, R.F., ed. The Oxford Illustrated History of Ireland. Oxford: Oxford UP, 1989. Rutherford, Ward. Celtic Mythology. Wellingborough, Northamptonshire: The Aquarian Press, 1989. and Rees, Alwyn and Brinley Rees, Celtic Heritage. New York: Thames and Hudson, 1961. Graves, Robert. The White Goddess. New York: Octagon Books, 1976.

Special thanks to Lark in the Morning for allowing me to use the images of many of the instruments that appear in this text. Photos of instruments belong to Lark in the Morning from www.larkinthemorning.com with permission. Any use of these images is prohibited without express written consent of Lark in the Morning. Check this site out for a wide array of historical instruments and instruments from around the world.

List of helpful books for generating bardic tales/poetry: Celtic Fairy Tales and More Celtic Fairy Tales by Joseph Jacobs, Celtic Myths and Legends by T.W. Rolleston, Fairy and Folk Tales of Ireland by W.B. Yeats, Scottish Folk-tales and Legends by Barbara Ker Wilson, The Welsh Fairy Book by W. Jenkyn Thomas, A Treasury of Irish Folklore by Padraic Colum, Read Aloud Celtic Myths and Legends by Joan C. Verniero and The Mabinogion trans. By Patrick K. Ford. For Norse additions see The Norse Myths by Kevin Crossley Holland, Poems of the Vikings trans. Patricia Terry, The Prose Edda trans. Jean I. Young, Egil's Saga trans. Hermann Pálsson and Paul Edwards, Hrafnkel's Saga and Other Stories trans. Hermann Pálsson, Grettir's Saga trans. Denton Fox and Hermann Pálsson, The Vinland Sagas (Grænlandíga Saga and Eirík's Saga) trans. Magnus Magnusson and Hermann Pálsson, Njal's Saga trans. Magnus Magnusson and Herman Pálsson, Laxdæla Saga trans. Magnus Magnusson and Herman Pálsson, The Story of Gisli trans. George Johnston and The Saga of the Volsungs trans. Jesse L. Byock. For Anglo-Saxon see Beowulf (many translations), and Poems from the Old English trans. Burton Raffel.

TSR/WoTC books referenced: D&D Player's Handbook v. 3.5 (2000), D&D Dungeon Master's Guide v. 3.5 (2000). Additionally, some spells from Monte Cook's Book of Eldritch Might (2001) and Book of Eldritch Might II: Songs and Souls of Power (2002) both from Malhavoc Press, available on-line and in print are included in the spell list.





OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

This material is Open Game Content, and is licensed for public use under the terms of the Open Game License v1.0a.





THE D20 SYSTEM® LICENSE VERSION 1.0

By downloading the enclosed graphic files and/or by returning the Confirmation Card as presented in the file "card.pdf," the Licensee ("You") accept to be bound by the following terms and conditions:

1. Copyright & Trademark

Wizards of the Coast, Inc. retains title and ownership of the d20 System trademark logos, the d20 System trademark, and all other copyrights and trademarks claimed by Wizards of the Coast in The Official Wizards of the Coast d20 System Trademark Logo Guide version 1.0, incorporated here by reference.

2. License to use

You are hereby granted the non-transferable, non-exclusive, royalty-free license to use the d20 System trademark logos, the d20 System trademark, and certain other trademarks and copyrights owned by Wizards of the Coast in accordance with the conditions specified in The Official Wizards of the Coast d20 System Trademark Logo Guide version 1.0. (the "Licensed Articles")

3. Agreement not to Contest

By making use of and/or distributing material using the d20 System Trademark under the terms of this License, You agree not to contest the ownership of the Licensed Articles

4. Breach and Cure

In the event that You fail to comply with the terms of this License, You will be considered to be in breach of this License. Wizards of the Coast will attempt to notify you in writing by sending a Registered Letter to the address listed on the most recent Confirmation Card on file, if any. You will have 45 days from the date the notice (the "cure period") to cure the breach to the satisfaction of Wizards of the Coast. If no Confirmation Card is on file, you will be considered to be in breach of this License immediately.

5. Termination

If, at the end of the cure period, the breach is not cured, Wizards of the Coast may terminate this License without further written notice to You.

6. Effects of Termination

Upon termination, You shall immediately stop all use of the Licensed Articles and will destroy any inventory or marketing material in Your possession bearing the d20 System Trademark logos. You will remove any use of the d20 System Trademark logos from your advertising, web site, letterhead, or any other use. You must instruct any company or individual that You are or become aware of who is in possession of any materials distributed by You bearing the d20 System Trademark logos to destroy those materials. You will solely bear any costs related to carrying out this term of the License.

7. Penalty for Failure to Comply with Termination Instructions

If You fail to comply with the Effects of Termination, Wizards of the Coast may, at its option, pursue litigation, for which You shall be responsible for all legal costs, against You to the full extent of the law for breach of contract, copyright and trademark infringement, damages and any other remedy available.

8. Updates

Wizards of the Coast may issue updates and/or new releases of the d20 System Trademark logos without prior notice. You will, at the earliest possible opportunity, update all material distributed by You to use the updated and/or new version of the d20 System Trademark logos. You may continue to distribute any pre-existing material that bears an older version of the d20 System Trademark logo.

9. Changes to Terms of the License

Wizards of the Coast may issue updates and/or revisions to this License without prior notice. You will, at the earliest possible opportunity, conform in all respects to the updated or revised terms of this License. For a period of 90 days You may continue to distribute any pre-existing material that complies with a previous version of the License. Thereafter written consent should be obtained from Wizards of the Coast. Subsequent versions of this License will bear a different version number.

10. Updates of Licensee information

You may transmit an updated version of the "card.pdf" Confirmation Card at any time to Wizards of the Coast.

11. Notices to Licensor:

Wizards of the Coast
d20 System License Dept.
PO Box 707
Renton, WA 98057-0707

12. No maintenance or support

Wizards of the Coast shall have no obligation whatsoever to provide You with any kind of maintenance or support in relation to the d20 System Trademark logos.

13. No Warranty / Disclaimer

THE D20 SYSTEM TRADEMARK LOGO FILES ARE MADE AVAILABLE ON AN "AS IS" BASIS. WIZARDS OF THE COAST DOES NOT MAKE ANY REPRESENTATION OR WARRANTY, WHETHER EXPRESS OR IMPLIED, AS TO THE FITNESS FOR A PARTICULAR PURPOSE, USE OR MERCHANTABILITY. WIZARDS OF THE COAST MAKES NO REPRESENTATION OR WARRANTY THAT THE D20 SYSTEM TRADEMARK LOGO FILES ARE ERROR-FREE.





MORGAN MACAODHIN

Male ½ Elf Bard 4 (Fochloc College: Drisac): CR 4; Medium-size humanoid (half-elf); HD 4d6+4; hp 20; Init +3; Spd 30; AC 20, touch 13, flat footed 17; Atk +4 (1d8+1 +1 longsword) or +7 ranged (1d6+1 +1 arrows) or +6 ranged touch (by spell); SQ ½ Elven traits, Bardic Gifts, Bardic Knowledge; AL NG; SV Fort +2, Ref +7, Will +4; Str 14, Dex 16, Con 12, Int 14, Wis 10, Cha 17.

Skills and Feats: Balance +6, Climb +5, Diplomacy +3, Gather Information +4, Hide +6, Intimidate +3, Intuit Direction +2, Listen +2, Move Silently +6, Perform (bandore) +6 (melody) +2 (storytelling) +1, *Rote Memory* +2, Sense Motive +3, Speak Language (Common, Elven), Swim +4, Tumble +5; Expertise, *Following the Muse*

½ **Elven Traits:** Immunity to *sleep*; +2 vs. Enchantment; Low Light Vision; +1 bonus Listen, Search, Spot; Elven Blood

Bardic Abilities: Enrapture: *Fascinate*; Inspiration: *Competence, Countersong, Courage*; Satire: *Lampoon*

Bardic Knowledge: Basic

Druidic Craft: Speak Language (Ogham)

College Abilities: Gift abilities 3x/day, Deafness Failure: 19%

Bard Spells Known: 3/2

Possessions: +1 *Longsword*, *Bard's Robe* (Fochloc: *Protection vs. Evil*), *Longbow*, *Dagger* +2, *Bandura* (uncertain properties), +2 *Studded Leather Armor*, 2 potions *cure moderate wounds*, 1 *potion of flying.*, 50 +1 *arrows*, *The Nineteen Tales (Tána)*.

Morgan is the son of a well-known proprietor of a celebrated Elvish inn in a city of great renown. Under his father's tutelage, Morgan followed the path of the College Bards. At present, he is attempting to determine the specific status of a group of small, deposed kingdomlets in the aftermath of a horrific continent-wide struggle.

Morgan is a free soul, as is true of many bards. He is fairly quick to take offense where sometimes none is meant. He fancies himself a ladies man, and ladies do often fall to his charms.. He is generally compassionate and does usually care somewhat for the young ladies upon whom his fancy. At times he sets his sights on women of too high a station.

He is brave, but not foolhardy in battle. He will undertake dangerous actions to help those he perceives to be in need. Injustice infuriates him, although he often prefers to visit his own justice on wrongdoers rather than wait on authorities.

Morgan's favored instrument is the bandura that his father gifted him when he was promoted to the Fochloc College. The instrument is purported to have magical properties. He has a fine second tenor voice, and prefers catchy limericks and puns as much as more serious verse. He likes telling stories to children, to brighten their lives. He recently has learned one of the fabled "Nineteen tales," *Tána* (Raids), and is trying to best determine how to use it.



Morgan's Bandura

