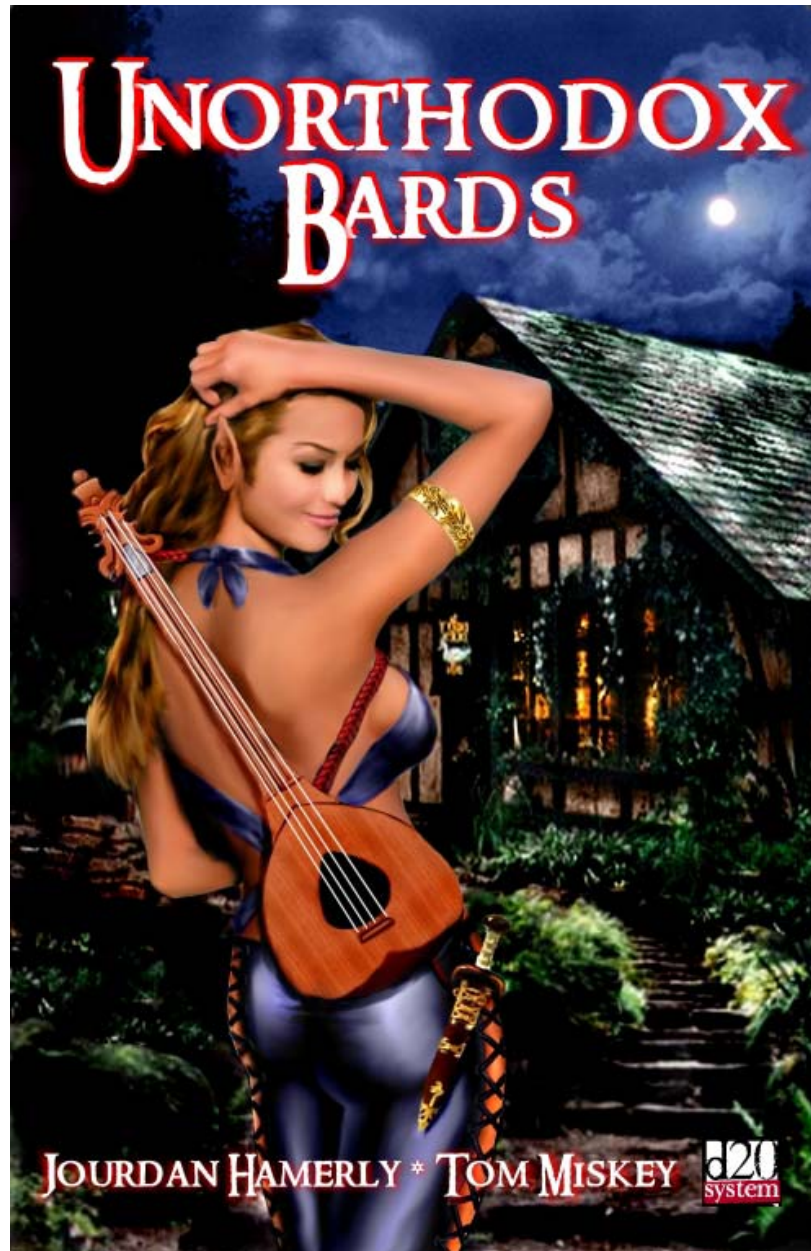


Unorthodox Bards – PREVIEW!



## Unorthodox Bards – PREVIEW!

### UNORTHODOX BARDS

- **Core Classes Written By:** Jourdan Hamerly
- **Prestige Classes / Artifacts written by:** The Le
- **Edited By:** The Le
- **Covert Art:** Tom Miskey
- **Interior Art:** Character Portraits: Fantasy Heroes (Mongoose Publishing) & Clipart.com

### TABLE OF CONTENTS

- **The Minstrel**
- **The Skald**
- **The Soothsayer**
- **The Spellsinger**
- **The Troubad'war**
- **The Muse (Prestige class)**
- **The Protectorate (Prestige class)**
- **Baubles and Urus of Ancient Power (Artifacts)**
- **Johansson's Song (Artifacts)**

### INTRODUCTION

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

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

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

### BALANCING + GAME NOTES

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

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

Recommendations for balancing classes:

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

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

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

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

### OTHER INFORMATION

The author, Jourdan Hamerly, is available for commission work. He can be contacted at [jourdsh@hotmail.com](mailto:jourdsh@hotmail.com)

Our cover artist, Tom Miskey, is available for commission work. He can be contacted at [TomMiskey@hotmail.com](mailto:TomMiskey@hotmail.com) and his portfolio may be seen at:

<http://volcano.photobucket.com/albums/v11/Tommiskey/Art/>

We highly recommend them. Really. They're great.

For more products from The Le Games, visit our online store, exclusively at Rpgnow.com:

[www.rpgnow.com/default.php?manufacturers\\_id=507](http://www.rpgnow.com/default.php?manufacturers_id=507)

## Minstrel

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

### Adventures

Not Available in Preview.

### Characteristics

Not Available in Preview.

### Alignment

Not Available in Preview.



### Religion

Not Available in Preview.

### Background

Not Available in Preview.

### Races

Not Available in Preview.

### Other Classes

Not Available in Preview.

### Role

Not Available in Preview.

### Game Rule Information

Not Available in Preview.

## Skald

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

### Adventures

Not Available in Preview.

### Characteristics

Not Available in Preview.

### Alignment

Not Available in Preview.

### Religion

Not Available in Preview.

### Background

Not Available in Preview.

### Races

Not Available in Preview.

### Other Classes

Not Available in Preview.

### Role

Not Available in Preview.



### Game Rule Information

Skalds have the following game statistics.

### Abilities

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

**Alignment:** Any non lawful.

**Hit Die:** d8.

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

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

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

### Class Features

All of the following are class features of the Skald.

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

## Unorthodox Bards – PREVIEW!

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

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

- **Inspire Courage (Su):** A Skald with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the Skald sing. The effect lasts for as long as the ally hears the Skald sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. Unlike the bard however, the Skald is slightly more less adept at this.
- **Inspire Heroism (Su):** A Skald of 8<sup>th</sup> level or higher with 9 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30

feet. For every three Skald levels the character attains beyond 8<sup>th</sup>, he can inspire heroism in one additional creature. To inspire heroism, a Skald must sing and an ally must hear the Skald sing for a full round. A creature so inspired gains a +2 morale bonus on saving throws, +2 dodge bonus to AC, and +2 bonus to attack rolls. The effect lasts for as long as the ally hears the Skald sing and for up to 5 rounds thereafter.

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

**Well Mead (Su):** Not Available in Preview.

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

## Unorthodox Bards – PREVIEW!

**Hero's Shield (Su):** Not Available in Preview.

**Blood Rage:** Not Available in Preview.

**Trace Rune (Su):** Not Available in Preview.

**Stone trap (Su):** Not Available in Preview.

**Feather Shape (Su):** Not Available in Preview.

**Luck's Coin:** Not Available in Preview.

**Slayer's Mark:** Not Available in Preview.

### Ex-Skalds

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

**Table: Skald Progression Chart**

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

## Soothsayer

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

### Adventures

Not Available in Preview.

### Characteristics

Not Available in Preview.



### Alignment

Not Available in Preview.

### Religion

Not Available in Preview.

### Background

Not Available in Preview.

### Races

Not Available in Preview.

### Other Classes

Not Available in Preview.

### Role

Not Available in Preview.

### Game Rule Information

Not Available in Preview.

## Spellsinger

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

### **Adventures**

Not Available in Preview.

### **Characteristics**

Not Available in Preview.

### **Alignment**

Not Available in Preview.



### **Religion**

Not Available in Preview.

### **Background**

Not Available in Preview.

### **Races**

Not Available in Preview.

### **Other Classes**

Not Available in Preview.

### **Role**

Not Available in Preview.

### **Game Rule Information**

Not Available in Preview.



## Troubad'war

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

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



### Characteristics

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

### Alignment

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

### Religion

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

### Background

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

## Unorthodox Bards – PREVIEW!

### Races

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

### Other Classes

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

### Role

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

### Game Rule Information

Troubad'wars have the following game statistics.

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

**Alignment:** Any.

**Hit Die:** d6.

### Class Skills

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

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

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

### Class Features

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

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

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

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

### Love Domain Spells:

1 Charm Person

## Unorthodox Bards – PREVIEW!

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

### \* New Spell - Infatuation

Enchantment

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

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One humanoid creature

**Duration:** Permanent

**Saving Throw:** Will Negates

**Spell Resistance:** Yes

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

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

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

**True of Heart:** Not Available in Preview.

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

**Love's Defense:** A Not Available in Preview.

**Harmonious Karma:** Not Available in Preview.

**Love's Will:** Not Available in Preview.

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

**Harmonious Scream:** Not Available in Preview.

## Unorthodox Bards – PREVIEW!

**Love's Armor:** Not Available in Preview.

**Harmonious Elements:** Not Available in Preview.

**Harmonious Invulnerability:** Not Available in Preview.

**Undying Love:** Not Available in Preview.

**Table: Troubad'war Progression Chart**

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

## MUSE (Prestige Class)

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

### Game Rule Info

Not Available in Preview.

**Table: Muse Progression Chart**

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



## PROTECTORATE (Prestige Class)

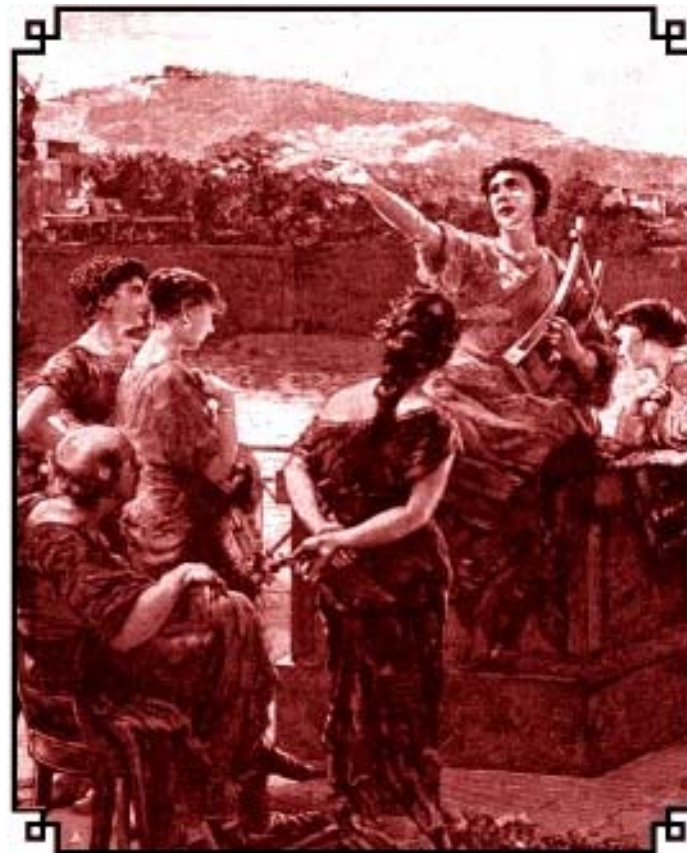
The Protectorate is a Bard who specializes in aiding his allies in time of need. He does this by learning powerful Bardic Songs that have been passed down from the heavens.

### Game Rule Info

Not Available in Preview.

Table: Protectorate Progression Chart

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



## Baubles and Urus of Ancient Power

**Common Name:** Inyatee Stones of Power

**Total Baubles:** 8

**Total Urus:** 7

### Description

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

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

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



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

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

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

## Unorthodox Bards – PREVIEW!

### History

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

### *Bauble of Augmentation*

**Common Name:** Augmentation Stone

**Word of Infusing:** Cagliato

**Infuses:** Weapon

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

### *Bauble of Barding*

**Common Name:** Bard Stone

**Word of Infusing:** Esuoh

**Infuses:** Musical instrument

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

### *Bauble of Critical Leeching*

**Common Name:** Blood Stone

**Word of Infusing:** Koffi

**Infuses:** Weapon

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

### *Bauble of Flaming*

Not Available in Preview.

### *Bauble of Healing*

Not Available in Preview.

### *Bauble of Reduction*

Not Available in Preview.

### *Bauble of Scroll Casting*

Not Available in Preview.

### *Bauble of Undead Slaying*

Not Available in Preview.

### *Uru of Alignment Striking*

Not Available in Preview.

### *Uru of Casting*

Not Available in Preview.

### *Uru of Ice*

Not Available in Preview.

### *Uru of Maximization*

Not Available in Preview.



## Unorthodox Bards – PREVIEW!

### *Uru of Remembrance*

Not Available in Preview.

### *Uru of Spiders*

**Common Name:** Web Stone

**Word of Infusing:** Dionihcara

**Infuses:** Gloves or gauntlets

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

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

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

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

Each 5-foot-square section has 6 hit points, hardness 0, and takes double damage from fire.

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

### *Uru of Targeting*

**Common Name:** Crit stone

**Word of Infusing:** Tarjay

**Infuses:** Any ranged weapon

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

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

## Johansson's Song (artifact)

**Common Name:** Bard's Artifact

**Total Items:** 3

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

### *Johansson's Cleft (amulet)*

Not Available in Preview.

## Unorthodox Bards – PREVIEW!

### **Johansson's Whistle (cape)**

Not Available in Preview.

### **Johansson's Scream (ring)**

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

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

*Weight: < 1 lbs*

### **SYNERGY (2-items)**

Not Available in Preview.

### **SYNERGY (all 3-items)**

Not Available in Preview.

**History:** In the year the Cow, the first son of the Johansson Royal family was born. It was written by the profits that the first son would rise to great power and unite the six kingdoms Caldamore. The three profits of the Dragon's Spire that saw this presented the Bards Artifact to him.

## APPENDIX A: BARD SPELLCASTING

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

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

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

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

Table: BARD SPELL PROGRESSION CHART

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

## APPENDIX B: SPELL LISTS

### BARD SPELLS

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

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

#### 1ST-LEVEL BARD SPELLS

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

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

#### 2ND-LEVEL BARD SPELLS

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

## Unorthodox Bards – PREVIEW!

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

### 3RD-LEVEL BARD SPELLS

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

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

### 4TH-LEVEL BARD SPELLS

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

## Unorthodox Bards – PREVIEW!

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

### 5TH-LEVEL BARD SPELLS

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

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

### 6TH-LEVEL BARD SPELLS

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

### KNOWLEDGE DOMAIN

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

## PALADIN SPELLS

### 1ST-LEVEL PALADIN SPELLS

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

### 2ND-LEVEL PALADIN SPELLS

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

### 3RD-LEVEL PALADIN SPELLS

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

**Discern Lies:** Reveals deliberate falsehoods.

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

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

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

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

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

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

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

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

### 4TH-LEVEL PALADIN SPELLS

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

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

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

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

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

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

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

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

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

## Knowledge Domain Spells

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

**2 Detect Thoughts:** Allows “listening” to surface thoughts.

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

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

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

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

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

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

**9 Foresight:** “Sixth sense” warns of impending danger.

## Unorthodox Bards – PREVIEW!

### 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 COPYRIGHTNOTICE 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



## Unorthodox Bards – PREVIEW!

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.

- The following is a listing of Open Game Content: All text, not including the introduction page, not including the terms “Bauble” and “Uru”

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.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Pocket Sourcebooks, Copyright 2004 The Le. Published by The Le Games, [www.TheLeGames.com](http://www.TheLeGames.com)

Unorthodox Bards, Copyright 2004 The Le. Published by The Le Games, [www.TheLeGames.com](http://www.TheLeGames.com)

Tom Miskey owns the cover image.

'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 3.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

Character Portraits: Fantasy Heroes copyright 2003, Mongoose Publishing  
Some images © 2003-2004 [www.clipart.com](http://www.clipart.com)