

Bard Spell Descriptions

0-LEVEL BARD SONGS

Boom

Enfeebling/Elemental (Lightning)/Jingle

Level: Bard 0

Range: 30 feet

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

A loud thundercrack is created next to the ear of your target. He instantly suffers 1 point of non-elemental damage. In addition, he must make a Fortitude save or suffer a -2 penalty to Concentration checks for 1d3 rounds because of the ringing in the ears.

Detune

Enfeebling/Jingle

Level: Bard 0

Range: 30 feet.

Target: 1 instrument

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

While learning this handy jingle is not particularly encouraged at bardic colleges, it still seems to make the rounds among students. With it, you cause a single instrument within range to lose its tuning, giving Perform checks with it a -4 modifier. Re-tuning an instrument takes 1d4 rounds and usually creates a rather irate bard.

Ghostharp

Summoning/Jingle

Level: Bard 0

You prepare an object that records and replays a song previously played or sung in its vicinity. When performed, the song searches a radius of 50 feet for the lingering notes of a tune played there within the last day. It records these notes and reverberations. At your verbal command, "Play," the ghostharp replays the music. The tune repeats until you command it to stop, or until its duration comes to an end. The ghostharp does not record conversations. Its imperfect replay can't reproduce bardic music or other magical effects, nor can it perform bard songs.

Ghost Sound

Illusion/Jingle

Level: Bard 0

Effect: Illusory sounds

Saving Throw: Will disbelief

Spell Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *ghost sound* creates when performing it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humes per caster level (maximum 40 humes). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humes running and shouting. A roaring lion is equal to the noise from 16 humes, while a roaring dragon is equal to the noise from 32 humes. Anyone who hears a *ghost sound* receives a Will save to disbelieve.

Giggle

Enfeebling/Jingle

Level: Bard 0

Range: 30 feet

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

The target suddenly finds something humorous enough to start giggling, and the laughter lasts for one full round. While the target can still move and attack normally, he is unable to speak, or use bardic abilities or cast spells that rely on verbalization, until he stops giggling.

Lullaby

Enfeebling

Level: Bard 0

Range: 30 feet

Area: Living creatures within a 10-ft.-radius burst

Saving Throw: Will negates

Spell Resistance: Yes

Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a -5 penalty on Perception checks and a -2 penalty on Will saves against sleep effects while the *lullaby* is in effect.

Song of Serenity

Healing/Jingle

Level: Bard 0

Range: 30 feet

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You channel positive energy through your song, rejuvenating a fatigued target. The fatigued subject is immediately rejuvenated.

Songbird

Enhancing/Jingle

Level: Bard 0

Range: Personal

Target: You

You acquire an even greater charisma when you perform. Anyone who hears or views your performance becomes favorably inclined toward you. This song grants you a +1 competence bonus on your Charisma-based checks involving any one person who saw the performance.

Summon Instrument

Summoning/Jingle

Level: Bard 0

Effect: One summoned handheld musical instrument

Saving Throw: None

Spell Resistance: No

This song summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet (your choice). The instrument is typical for its type. Only one instrument appears per performing, and it will play only for you. You can't summon an instrument too large to be held in two hands. The summoned instrument disappears at the end of this song.

1ST-LEVEL BARD SONGS

Adoration

Enhancing

Level: Bard 1

Casting Time: 1 standard action

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

Target: One creature

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The target of this spell is the subject of adoration by those whom it tries to affect with Diplomacy or during performance combat. If the target is out of combat, it receives a +2 morale bonus on all Diplomacy checks it makes to influence creatures. If the creature is engaged in performance combat the target gains a +2 morale bonus on all performance combat checks.

Amplify

Enhancing

Level: Bard 1

Range: 30 feet

Area: 20-ft.-radius emanation centered on a creature, object, or point in space

Saving Throw: Will negates; see text

Spell Resistance: Yes; see text

You cause an amplification of all sounds within the song's area. This decreases the DC to hear those sounds by 20. Those creatures within the song's area do not notice the increased amplification. Thus, anyone whose voice is amplified remains unaware of the increase in volume. The song can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the song and can apply spell resistance, if any. Items in a creature's possession receive the benefits of saves and spell resistance, but unattended objects and points in space do not.

Army's Paeon

Enhancing

Level: Bard 1

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a soft-spoken song of healing, bestowing one ally with HP regeneration. Each round this song is in effect, the target gains Fast Healing 2.

Clarion Call

Illusion

Level: Bard 1

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this song gains two benefits. First, the affected creature gains the ability to create a sound like the blast of a mighty horn or trumpet simply by miming the action of sounding one. Second, the subject can speak in a booming voice that carries easily over great distances, lowering the DC of any check to hear what is said by -15.

Distort Speech

Enfeebling

Level: Bard 1

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

Target: One creature

Saving Throw: Will negates

Spell Resistance: Yes

You distort a creature's vocalizations. The voice of the affected target becomes warped and incomprehensible. The subject loses the ability to cast spells with verbal components for the duration of the spell.

Elemental Carol

Enhancing/Elemental (Any)

Level: Bard 1

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of the elements, bestowing your allies with a resistance to elemental spells and effects. The bard chooses an element type: dark, earth, fire, ice, light, lightning, water, or wind. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus to Saving Throws against the elemental (of the chosen type) spells and effects as well as an Elemental (of the chosen type) Resistance of 5.

Elemental Threnody

Enfeebling/Elemental (Any)

Level: Bard 1

Saving Throw: Fortitude negates

Spell Resistance: Yes

You play an elemental song, crippling your enemies by lowering their resistance to elemental spells and effects. The bard chooses an element type: dark, earth, fire, ice, light, lightning, water, or wind. Each round this song is in effect, enemies within 30 feet of the bard suffer a -2 penalty to Saving Throws against Elemental (of the chosen type) spells and effects as well as reduces elemental (of the chosen type) resistance by -5.

Focusing Chant

Enhancing

Level: Bard 1

Range: Personal

Target: You

You gain a +1 circumstance bonus on attack rolls, skill checks, and ability checks for the duration of the song.

Foe Requiem

Non-Elemental

Level: Bard 1

Saving Throw: Fortitude half

Spell Resistance: Yes

You play a song of destruction, damaging one creature with non-elemental damage. Each round this song is in effect, one creature within 30 feet of the bard suffers 2d6 + Charisma modifier points of non-elemental damage. You may only have 1 Foe Requiem/Discord song in effect.

Hideous Laughter

Enfeebling

Level: Bard 1

Saving Throw: Will negates

Spell Resistance: Yes

This song afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the song ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration. A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the bard's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Insidious Rhythm

Enfeebling

Level: Bard 1

Target: One creature

Saving Throw: Will negates

Spell Resistance: Yes

The subject takes a –4 penalty on Intelligence-based skill checks and Concentration checks due to an endlessly recycling melody stuck in its mind. Whenever the subject attempts to cast, concentrate on, or direct a spell, it must succeed on a Concentration check (DC equal to *insidious rhythm*'s save DC + spell's level) or fail at the attempt.

Inspirational Boost

Enhancing

Level: Bard 1

Casting Time: 1 swift action

Range: Personal

Target: You

As you finish, the song's chant allows you to segue easily into bolstering your allies. While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1. The effect lasts until your inspire courage effect ends or this song ends, whichever comes first. If you don't begin to use your inspire courage ability before the beginning of your next turn, the song's effect ends.

Joyful Noise

Elemental (Earth)

Level: Bard 1

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

You create sonic vibrations that negate any magical silence effect in the area. This zone of negation moves with you and lasts for the duration of the song. The silence effect is not dispelled but simply held in abeyance; it remains in effect outside the area of the *joyful noise* effect.

Knight's Minne

Enhancing

Level: Bard 1

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play the song of the knight, enhancing one ally's Armor Class to deflect attacks better. Each round this song is in effect, the target gains a +2 deflection bonus to Armor Class.

Play Instrument

Enhancing

Level: Bard 1

Range: Personal

Target: You

You may play one instrument of your choice as if you had 1 rank in the appropriate Perform skill. Instead of a conventional instrument, you may use an object as an improvised instrument, such as using a barrel as a drum or a bow as a harp, playing it as if it were crafted to make music.

Quick Etude

Enhancing

Level: Bard 1

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play the song of fast reflexes, enhancing one ally's Armor Class to dodge attacks better. Each round this song is in effect, the target gains a +2 dodge bonus to Armor Class.

Saving Finale

Enhancing

Level: Bard 1

Casting Time: 1 immediate action

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You must have a bardic performance in effect to perform this song. With a flourish, you can immediately end your bardic performance when a creature within range affected by your bardic performance fails a Saving Throw, allowing the subject to immediately reroll the failed Saving Throw.

Sheepfoe Mambo

Enhancing

Level: Bard 1

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of resistance, boosting your allies' saving throws. Each round this song is in effect, allies within 30 feet of the bard gain a +1 morale bonus on saving throws.

Solid Note

Summoning

Level: Bard 1

Effect: One solidified musical note

Saving Throw: None

Spell Resistance: No

You give temporary physical form to a single musical note and can hang it, suspended, wherever you wish within range, allowing you to use it as hook, pulley, door blocker, or anything else your imagination desires. The exact appearance of the solid note depends on your melody. You can make it spiked or smooth, simple or convoluted, and with any color pattern you wish, however, it always has a size approximately equal to that of your outstretched hand. Once created, the solid note resists all attempts to move it but instantly disappears if enough force or weight is brought to bear against it. The note has an effective Strength equal to 10 + your caster level. It cannot hold more weight than the equivalent of a heavy load for its Strength without disappearing. Any creature that wins an opposed Strength check against the note (by pushing open a door which the note is holding shut for example) also causes it to disappear. The note can never deal actual harm to a creature and disappears if successfully attacked (AC 10 + your Charisma modifier) or overcome with a combat maneuver such as bull rush (CMD 2 + your base attack bonus + your Charisma modifier). Any creature obstructed by the solid note simply fails to budge it and loses that action for the round.

Toilsome Chant

Enhancing

Level: Bard 1

Target: One living creature

Saving Throw: Will negates (harmless);

Spell Resistance: Yes (harmless)

You can perform this song as part of the action to begin an inspire competence bardic performance. The benefit of inspire competence persists for as long as is necessary to complete the target's next skill check using the chosen skill, even if you cease your bardic performance.

2ND-LEVEL BARD SONGS

Allegro

Enhancing

Level: Bard 2

Range: Personal

Target: You

This song allows you to act more swiftly while maintaining a bardic performance. You must already be maintaining a bardic performance before you can perform *allegro*. You gain the benefits of the spell *haste* for as long as you maintain that bardic performance. If you cease maintaining the bardic performance or it is interrupted, this song's duration ends. As an immediate action while you are maintaining a bardic performance, you can dismiss *allegro* to reroll a Reflex save or Dexterity-based skill check. You must choose to reroll before the result of the original roll is known. You must take the result of the reroll, even if it's worse than the original roll. *Allegro* dispels and is dispelled by *slow*.

Cacophonous Call

Enfeebling

Level: Bard 2

Range: 30 feet

Target: One creature

Saving Throw: Will negates

Spell Resistance: Yes

You fill your target's mind with a blaring cacophony of discordant sounds, making it hard for the target to act and concentrate. The creature gains the nauseated condition for the duration of the song if it fails its Will save.

Dexterous Etude

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of agility, enhancing one ally's Dexterity to great effect. Each round this song is in effect, the target gains a +2 morale bonus to Dexterity.

Dissonant Chant

Enfeebling

Level: Bard 2

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

Area: 100-ft.-radius emanation

Saving Throw: None; see text

Spell Resistance: Yes

You create a distracting and discordant chant. Affected creatures that attempt spellcasting or other activities that require concentration must make Concentration checks (DC equal to this spell's DC + the level of the spell being cast). The DCs of activities that already require Concentration checks, such as casting defensively, increase by 4. Creatures within the area gain a +4 bonus on saving throws against language-dependent effects.

Distracting Cacophony

Enfeebling

Level: Bard 2

Area: 20-ft. spread

Saving Throw: None

Spell Resistance: Yes

The air fills with loud and discordant noise, making concentration difficult. Casting a spell in this area of cacophony requires a concentration check (DC 15 + the level of the spell being cast). Any other concentration checks in the area have their DCs increased by 5. The DC of Perception checks involving hearing is likewise increased by 5.

Distressing Tone

Enfeebling

Level: Bard 2

Targets: All creatures within 30 feet

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create a powerful tone that vibrates living flesh. Targets must save or gain the sickened condition. Creatures that are immune to critical hits are immune to this song.

Enchanting Etude

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of wit and charm, enhancing one ally's Charisma to great effect. Each round this song is in effect, the target gains a +2 morale bonus to Charisma.

Foe Lullaby

Enfeebling

Level: Bard 2

Range: 30 feet

Target: One creature

Saving Throw: Will negates

Spell Resistance: Yes

You play a soft lullaby, lulling an enemy to sleep. Each round this song is in effect, an enemy within 30 feet of the bard suffers the Sleep status effect.

Fowl Aubade

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play an energetic song of wakefulness, boosting your allies' resistance to sleep and charm spells and effects. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus on saving throws against sleep and charm spells and effects.

Ghostbane Dirge

Enfeebling

Level: Bard 2

Targets: One incorporeal creature

Saving Throw: Will negates

Spell Resistance: Yes

The target coalesces into a semi-physical form for a short period of time. While subject to the song, the incorporeal creature takes half damage (50%) from nonmagical attack forms, and full damage from magic weapons, spells, spell-like effects, and supernatural effects.

Goblin Gavotte

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a rousing song of freedom, boosting your allies' resistance to paralysis and petrify spells and effects. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus on saving throws against paralysis and petrify spells and effects.

Harmonic Chorus

Enhancing

Level: Bard 2

Target: One living creature

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Sweeping your arm as if presenting a gift to someone, you call out to the intended subject of your song. A mantle of sweet tones settles about your subject, whose face is now twisted in concentration. *Harmonic chorus* lets you improve the spellcasting ability of a spellcaster. For the duration of the song, the subject gains a +2 morale bonus to caster level and a +2 morale bonus on save DCs for all spells it casts.

Herb Pastoral

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of cleansing, boosting your allies' resistance to disease and poison spells and effects. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus on saving throws against disease and poison spells and effects.

Hunter's Prelude

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play the song of the hunter, granting allies a bonus to range weapon attack rolls. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus to Attack rolls with ranged weapons.

Learned Etude

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of knowledge, enhancing one ally's Intelligence to great effect. Each round this song is in effect, the target gains a +2 morale bonus to Intelligence.

Lively Step

Enhancing

Level: Bard 2

Area: 30-ft.-radius emanation centered on you

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Once you perform this song, the speed of you and all allies within 30 feet of you increases by 10 feet. This does not stack with any effect that increases movement speed, however.

Piercing Shriek

Enfeebling

Level: Bard 2

Target: One creature

Saving Throw: Fortitude negates

Spell Resistance: Yes

You emit an ear-splitting shriek which can be heard only by the target of this song; all other observers merely see you screaming silently. The target suffers wracking pain from the scream, gaining the staggered condition. This song has no effect on deaf creatures and cannot penetrate an area of silence.

Scop's Operetta

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of sight and sound, boosting your allies' resistance to silence/blind spells and effects. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus on saving throws against silence and blind spells and effects.

Silent Verse

Enfeebling

Level: Bard 2

Range: 30 feet

Target: One creature

Saving Throw: Will negates

Spell Resistance: Yes

You play a soft verse, silencing an enemy. Each round this song is in effect, an enemy within 30 feet of the bard suffers the Silence status effect.

Sinewy Etude

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of might, enhancing one ally's Strength to great effect. Each round this song is in effect, the target gains a +2 morale bonus to Strength.

Spirited Etude

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of might, enhancing one ally's Wisdom to great effect. Each round this song is in effect, the target gains a +2 morale bonus to Wisdom.

Sword Madrigal

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play the song of precision, granting allies a bonus to melee weapon attack rolls. Each round this song is in effect, allies within 30 feet of the bard gain a +1 morale bonus to Attack rolls with melee weapons.

Valor Minuet

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play the song of valor, granting allies a bonus to melee damage rolls. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus to melee damage rolls.

Vivacious Etude

Enhancing

Level: Bard 2

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of fortitude, enhancing one ally's Constitution to great effect. Each round this song is in effect, the target gains a +2 morale bonus to Constitution.

3RD-LEVEL BARD SONGS

Advancing March

Enhancing

Level: Bard 3

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a rousing march song, inspiring your allies to move and attack faster. Each round this song is in effect, allies within 30 feet of the bard gain the Haste status effect.

Army's Anthem

Enhancing

Level: Bard 3

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a soft-spoken song of healing, bestowing allies around you with HP regeneration. Each round this song is in effect, allies within 30 feet of the bard gain Fast Healing 2.

Army's Paeon II

Enhancing

Level: Bard 3

This song functions like *Army's Paeon*, except it provides Fast Healing 4.

Battlefield Elegy

Enfeebling

Level: Bard 3

Saving Throw: Fortitude negates

Spell Resistance: Yes

You play a song of sadness and of lost battles, crippling your enemies by slowing them down. Each round this song is in effect, enemies within 30 feet of the bard suffer the Slow status effect.

Dirge of Discord

Enfeebling

Level: Bard 3

Area: 20-ft.-radius spread

Saving Throw: Will negates

Spell Resistance: Yes

Creatures affected by this song take a –4 penalty on attack rolls and Dexterity, a 50% reduction in their speed (to a minimum of 5 feet), and must make a Concentration check to cast any spell (DC equal to this spell's DC + the level of the spell being cast).

Elemental Carol II

Enhancing/Elemental (Any)

Level: Bard 3

This song functions like *Elemental Carol*, except it provides a +4 morale bonus to Saving Throws against elemental (of the chosen type) spells and effects as well as an Elemental (of the chosen type) Resistance of 10.

Elemental Threnody II

Enhancing/Elemental (Any)

Level: Bard 3

This song functions like *Elemental Threnody*, except it causes enemies to suffer a –4 penalty to Saving Throws against Elemental (of the chosen type) spells and effects as well as reduces elemental (of the chosen type) resistance by -10.

Exquisite Accompaniment

Illusion

Level: Bard 3

Range: Personal

Effect: Phantom instrument

Saving Throw: None

Spell Resistance: No

You create a phantom instrument, a glowing construct of magic in the form of a portable musical instrument of your choice. The instrument floats beside you, moving as you move (even if you teleport). It cannot be damaged, but can be dispelled. The instrument plays as you direct, and as long as it plays, you do not have to expend rounds of bardic performance from your daily allotment to maintain an effect. Activating a bardic performance or switching to a new effect still costs a round of your overall bardic performances per day.

Foe Discord

Non-Elemental

Level: Bard 3

Saving Throw: Fortitude half

Spell Resistance: Yes

You play a song of destruction, damaging those within 30 feet with non-elemental damage. Each round this song is in effect, enemies within 30 feet of the bard suffer 2d6 + Charisma modifier points of non-elemental damage. You may only have 1 Foe Requiem/Discord song in effect.

Foe Requiem II

Non-Elemental

Level: Bard 3

This song functions like *Foe Requiem*, except it deals 4d6 + Charisma modifier points of non-elemental damage.

Haunting Choir

Necromancy

Level: Bard 3

Range: 30 feet

Area: 30-ft.-radius emanation

Saving Throw: Will negates

Spell Resistance: Yes

You create a spectral choir and conduct its tortured, ghostly moans, deluding listeners into believing they are suffering the torments of the dead. The transparent singers occupy a 10-foot cube, but they are intangible and do not interfere with creatures in any physical way, nor can they be attacked. Creatures within 30 feet of the choir experience wracking pain that causes them to take a –2 penalty on attack rolls, skill checks, and ability checks. Individuals who exit the area of effect take these penalties for an additional 2 rounds before the delusion wears off.

Haunting Tune

Enfeebling

Level: Bard 3

Area: 30-ft.-radius emanation centered on you

Saving Throw: Will negates

Spell Resistance: Yes

The effect wrapped within your music makes even the most hard-hearted quail. Targets that fail their saves become shaken.

Knight's Ballad

Enhancing

Level: Bard 3

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play the song of the knight, enhancing your allies' Armor Class to deflect attacks better. Each round this song is in effect, allies within 30 feet of the bard gain a +2 deflection bonus to Armor Class.

Knight's Minne II

Enhancing

Level: Bard 3

This song functions like *Knight's Minne*, except it provides a +4 deflection bonus to Armor Class.

Magic Finale

Enfeebling

Level: Bard 3

Range: 30 feet

Target: One creature

Saving Throw: None

Spell Resistance: No

You play a song of disruption, stripping an opponent of magical effects cast upon him. Each round this song is in effect, an enemy within 30 feet of the bard is affected by a *Dispel* spell.

Nixie's Lure

Enfeebling

Level: Bard 3

Area: All creatures within a 30-ft.-radius burst centered on you

Saving Throw: Will negates

Spell Resistance: Yes

This creates an unearthly and infectious song that seductively summons all who hear it. *Nixie's lure* affects a maximum of 24 Hit Dice of creatures. Creatures in the area who fail their saves are lured by the song and move toward you using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, the creatures each receive a second saving throw to end the effect before moving into peril. Creatures lured by the song can take no actions other than to defend themselves. A victim within 5 feet of you simply stands still and for the duration of the song remains fascinated.

Purging Finale

Healing

Level: Bard 3

Casting Time: 1 immediate action

Range: 30 feet

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You must have a bardic performance in effect to perform this song. With a flourish, you immediately end your bardic performance, removing one of the following conditions on a creature within range affected by your bardic performance: cowering, dazzled, exhausted, paralyzed, shaken, or stunned.

Quick Ballad

Enhancing

Level: Bard 3

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play the song of fast reflexes, enhancing your allies' Armor Class to dodge attacks better. Each round this song is in effect, enemies within 30 feet of the bard gain a +2 dodge bonus to Armor Class.

Quick Etude II

Enhancing

Level: Bard 3

This song functions like *Quick Etude*, except it provides a +4 dodge bonus to Armor Class.

Reviving Finale

Healing

Level: Bard 3

Casting Time: 1 immediate action

Area: 20-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

You must have a bardic performance in effect to perform this song. With a flourish, you immediately end your bardic performance, and allies within the area of the spell regain 2d6 hit points.

Romeo's Ballad

Enfeebling

Level: Bard 3

Range: 30 feet

Target: One creature

Saving Throw: Will negates

Spell Resistance: Yes

You play a soft ballad, causing an enemy to be immobilized. Each round this song is in effect, an enemy within 30 feet of the bard suffers the Immobilize status effect.

Sheepfoe Mambo II

Enhancing

Level: Bard 3

This song functions like *Sheepfoe Mambo*, except it provides a +2 morale bonus on saving throws.

4TH-LEVEL BARD SONGS

Blinding Melody

Enfeebling

Level: Bard 4

Range: 30 feet

Area: All enemies within 30 feet

Saving Throw: Will negates

Spell Resistance: Yes

This song functions like *Blurring Melody*, except it affects all enemies within 30 feet of the bard.

Cacophonic Shield

Enhancing/Enfeebling

Level: Bard 4

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Saving Throw: Fortitude partial

Spell Resistance: Yes

You create a barrier of sonic energy at a distance of 10 feet from yourself. Creatures on either side of the barrier hear it as a loud but harmless buzzing. Nonmagical sound does not cross the barrier. Supernatural or spell-based sounds or sonic effects penetrate the barrier only if the caster or originator of the effect succeeds on a caster level check (DC 11 + your caster level). A creature that crosses the barrier takes 1d6 points of non-elemental damage +1 point per caster level (maximum +20) and must make a Fortitude save or be deafened for 1 minute. The sonic vibrations create a 20% miss chance for any missiles (including siege weapon attacks) crossing the barrier in either direction. The barrier moves with you, but you cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If you force a creature to pass through, the barrier has no effect on that creature.

Dexterous Coda

Enhancing

Level: Bard 4

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of agility, enhancing your allies' Dexterity to great effect. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus to Dexterity.

Dexterous Etude II

Enhancing

Level: Bard 4

This song functions like *Dexterous Etude*, except it provides a +4 morale bonus to Dexterity.

Enchanting Coda

Enhancing

Level: Bard 4

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of wit and charm, enhancing your allies' Charisma to great effect. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus to Charisma.

Enchanting Etude II

Enhancing

Level: Bard 4

This song functions like *Enchanting Etude*, except it provides a +4 morale bonus to Charisma.

Fowl Aubade II

Enhancing

Level: Bard 4

This song functions like *Fowl Aubade*, except it provides a +4 morale bonus on saving throws against sleep and charm spells and effects.

Goblin Gavotte II

Enhancing

Level: Bard 4

This song functions like *Goblin Gavotte*, except it provides a +4 morale bonus on saving throws against paralysis and petrify spells and effects.

Herb Pastoral II

Enhancing

Level: Bard 4

This song functions like *Herb Pastoral*, except it provides a +4 morale bonus on saving throws against disease and poison spells and effects.

Horde Lullaby

Enfeebling

Level: Bard 4

Saving Throw: Will negates

Spell Resistance: Yes

This song functions like *Foe Lullaby*, except it affects all enemies within 30 feet of the bard.

Hunter's Prelude II

Enhancing

Level: Bard 4

This song functions like *Hunter's Prelude*, except it provides a +4 morale bonus to Attack rolls with ranged weapons.

Learned Coda

Enhancing

Level: Bard 4

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of knowledge, enhancing your allies' Intelligence to great effect. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus to Intelligence.

Learned Etude II

Enhancing

Level: Bard 4

This song functions like *Learned Etude*, except it provides a +4 morale bonus to Intelligence.

Quiet Verse

Enfeebling

Level: Bard 4

Range: 30 feet

Area: All enemies within 30 feet

Saving Throw: Will negates

Spell Resistance: Yes

This song functions like *Silent Verse*, except it affects all enemies within 30 feet of the bard.

Scop's Operetta II

Enhancing

Level: Bard 4

This song functions like *Scop's Operetta*, except it provides a +4 morale bonus on saving throws against silence and blind spells and effects.

Sinewy Coda

Enhancing

Level: Bard 4

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of might, enhancing your allies' Strength to great effect. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus to Strength.

Sinewy Etude II

Enhancing

Level: Bard 4

This song functions like *Sinewy Etude*, except it provides a +4 morale bonus to Strength.

Song of Healing

Healing

Level: Bard 4

Range: 30 feet

Targets: All creatures within 30 feet

You must have a bardic performance in effect to perform this song (although this song is called song of healing, the bardic performance need not be singing). As long as that performance continues, all creatures affected by the performance gain fast healing 2. When this bardic performance ends or you change to a different bardic performance, the fast healing granted by this song ends as well, but all creatures affected by this song heal 1d8

points of damage + 1 point per caster level (maximum +15) and are cured of any of the following conditions: exhausted, fatigued, nauseated, paralyzed, sickened, or stunned.

Spirited Coda

Enhancing

Level: Bard 4

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of might, enhancing your allies' Wisdom to great effect. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus to Wisdom.

Spirited Etude II

Enhancing

Level: Bard 4

This song functions like *Spirited Etude*, except it provides a +4 morale bonus to Wisdom.

Sword Madrigal II

Enhancing

Level: Bard 4

This song functions like *Sword Madrigal*, except it provides a +2 morale bonus to Attack rolls with melee weapons.

Valor Minuet II

Enhancing

Level: Bard 4

This song functions like *Valor Minuet*, except it provides a +4 morale bonus to melee damage rolls.

Virtuoso Performance

Enhancing

Level: Bard 4

Range: Personal

Target: You

While this song is active, you may start a second bardic performance while maintaining another. Starting the second performance costs 2 rounds of bardic performance instead of 1. Maintaining both performances costs a total of 3 rounds of bardic performance for each round they are maintained. When this song ends, one of the performances ends immediately (your choice). *Virtuoso performance* does not stack with any other method of maintaining simultaneous bardic performances.

Vivacious Coda

Enhancing

Level: Bard 4

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You play a song of fortitude, enhancing your allies' Constitution to great effect. Each round this song is in effect, allies within 30 feet of the bard gain a +2 morale bonus to Constitution.

Vivacious Etude II

Enhancing

Level: Bard 4

This song functions like *Vivacious Etude*, except it provides a +4 morale bonus to Constitution.

Wall of Sound

Summoning

Level: Bard 4

Range: 30 feet

Effect: Translucent wall of sound up to 20 ft. long/level or a ring of sound with a radius of up to 5 ft./two levels; either form 20 ft. high

Saving Throw: None

Spell Resistance: Yes

A translucent barrier of pure sound springs into existence. This wall is silent except for a faint hum, but bursts with discordant noise when touched by an object or creature. The wall deflects arrows, bolts, loose debris, and Small or smaller flying creatures like a *wind wall* spell, except these things rebound harmlessly rather than being directed upward. The burst of discordant noise deals 2d4 points of non-elemental damage to creatures within 10 feet of the triggering object or creature; touching or passing through the wall deals 2d6 points of non-elemental damage + 1 point of non-elemental damage per caster level (maximum +20). If you place the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. A *silence* spell suppresses the wall within its area, but the wall reappears when the silence ends.

5TH-LEVEL BARD SONGS

Army's Paeon III

Enhancing

Level: Bard 5

This song functions like *Army's Paeon*, except it provides Fast Healing 6.

Body Harmonic

Enfeebling

Level: Bard 5

Target: One living creature

Saving Throw: Will negates

Spell Resistance: Yes

You cause the targeted creature's body begins to vibrate loudly and painfully in harmony. Each round, the victim takes 1d10 points of damage to one ability score. You must select a different ability score each round, and cannot damage any one ability score more than once every 5 rounds. The creature can attempt a Will saving throw each round to negate that round's effect. While the subject is under the effect of *body harmonic*, its body whines and hums discordantly. The victim takes a –20 penalty on Stealth checks.

Cacophonous Call, Mass

Enfeebling

Level: Bard 5

Targets: All creatures within 30 feet

This song functions as *cacophonous call*, except that it affects multiple creatures.

Dirge

Enfeebling

Level: Bard 5

Area: All enemies within a 30-ft.-radius burst centered on you

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your song draws the energies of death and destruction down on your enemies. Each round, any enemy in the area takes 2 points of Strength and Dexterity damage. Subjects can attempt a Fortitude save each round to negate the damage, but a successful save does not prevent damage in future rounds.

Elemental Carol III

Enhancing/Elemental (Any)

Level: Bard 5

This song functions like *Elemental Carol*, except it provides a +6 morale bonus to Saving Throws against elemental (of the chosen type) spells and effects as well as an Elemental (of the chosen type) Resistance of 15.

Elemental Threnody III

Enhancing/Elemental (Any)

Level: Bard 5

This song functions like *Elemental Threnody*, except it causes enemies to suffer a -6 penalty to Saving Throws against Elemental (of the chosen type) spells and effects as well as reduces elemental (of the chosen type) resistance by -15.

Foe Requiem III

Non-Elemental

Level: Bard 5

This song functions like *Foe Requiem*, except it deals 6d6 + Charisma modifier points of non-elemental damage.

Frozen Note

Enfeebling

Level: Bard 5

Area: 30-ft.-radius emanation centered on you

Saving Throw: Will partial; see text

Spell Resistance: Yes

You produce and sustain a single perfect musical note that holds nearby creatures, friend as well as foe, utterly spellbound until you stop singing. Affected creatures are both paralyzed and oblivious to their surroundings so long as you maintain the note.

Maintaining this note requires your absolute attention; if you take damage or take any other action, including moving from your current square, the song instantly ends. Creatures that succeed in their initial Saving Throw must make a new one for each round they spend within the area of the song until they fail and become captivated. Creatures with 4 or more Hit Dice greater than your caster level are not affected by this song. However, those with 4 or more Hit Dice less than your caster level do not receive a Saving Throw to resist it.

The note is so clear and flawless that less than extraordinary attempts to avoid hearing it merely grant targets a bonus on their saving throws. Targets get a +2 circumstance bonus on their Saving Throw for each barrier between your voice and their ears. This includes such things as a creature stopping up its ears with wax, closing all windows and doors in a nearby building, or even crawling into a barrel and pulling down the top.

If a target that had previously made its Saving Throw loses the benefit of one or more of its barriers it must immediately make a new Saving Throw. Similarly, any target that had previously failed its Saving Throw gets a new save each time it gains the protection of a barrier.

Fugue

Enfeebling

Level: Bard 5

Area: 30-ft.-radius spread

Saving Throw: Will negates

Spell Resistance: Yes

Creatures that fail their save become affected by the haunting *fugue* in semi-random ways. On each affected creature's turn (as long as it remains in the affected area), you make a Perform check. The check result determines how the victim's mind and body are affected by the song. You can select any of the effects for which your Perform check equals or exceeds the required DC.

DC	Result
15	Victim takes 3d6 points of nonlethal damage
20	Victim takes 3d6 points of non-elemental damage
25	Victim is knocked prone
30	Victim is nauseated for 1 round
35	Victim is stunned for 1 round
40	Victim attacks nearest target

All creatures that succeed on their saves against the song are disoriented and take a –2 penalty on attack rolls and skill checks as long as they remain in the affected area.

Ghostbane Dirge, Mass

Enfeebling

Level: Bard 5

Targets: All incorporeal creatures within 30 feet

This song functions as *ghostbane dirge*, except that it affects multiple targets.

Irresistible Dance

Enfeebling

Level: Bard 5

Range: 30 feet

Saving Throw: Will negates

Spell Resistance: Yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The song effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armor Class and a -10 penalty on Reflex saves, and it negates any Armor Class bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn.

Knight's Minne III

Enhancing

Level: Bard 5

This song functions like *Knight's Minne*, except it provides a +6 deflection bonus to Armor Class.

Music of the Spheres

Healing/Enhancing

Level: Bard 5

Range: 20 ft.

Area: 20-ft.-radius spherical emanation, centered on you

Saving Throw: None

Spell Resistance: Yes (harmless)

With this song, one can amplify the underlying music of the spheres in the song's area of effect to infuse yourself and all creatures within 20 feet of you, friend and foe alike. All creatures that begin their turn within the area of this song's effect gain fast healing 5, resistance 10 to all elemental types, and a +3 sacred bonus on all saving throws against poison and disease. Any creature that enters the area of effect does not gain the benefits of the *music of the spheres* until it begins its turn in that area.

Pied Piping

Enfeebling

Level: Bard 5

Area: 30-ft.-radius emanation, centered on you

Saving Throw: Will partial; see text

Spell Resistance: Yes

You call forth a melody so compelling and attractive that creatures belonging to a group with a specific, identifiable physical trait (such as type, subtype, age, gender, or hair color) find it almost impossible not to approach and follow you. You choose the nature of the creatures you seek to attract when you perform this song and, once you make this choice, cannot alter it. You can only use physical traits to determine your audience. You can never use social and other more voluntary criteria (such as alignment, religion, nationality, or class) to select targets for this spell.

Eligible creatures must make a Saving Throw each round spent within the area of the song and, once they fail, approach you at their normal movement speed and stand as close to you as possible without actually entering an occupied square. If you move, they do their best to maintain their proximity to you and follow. Affected creatures can take no actions other than listening to your music and following you if you move. Those entering the area while the song is in effect must also successfully save or be compelled to come to you.

The attractive power of the song does not cause affected creatures to put themselves in jeopardy and they have enough presence of mind to avoid or negotiate around obstacles and other perilous hazards. If unable to approach or follow you without endangering themselves, they simply wait, swaying to the music, until you pass out of range, at which point they regain their senses. If circumstances change once you move out of range, making it possible for affected creatures to resume their attempts to get near you they do so, and, if they manage to return to within the area of the song before it wears off, the song continues as normal.

If attacked, affected creatures can take defensive measures, even going so far as to avoid existing threats by moving out of the area of the song, but cannot make attacks themselves or take any other actions until the effects of the song wear off.

Quick Etude III

Enhancing

Level: Bard 5

This song functions like *Quick Etude*, except it provides a +6 dodge bonus to Armor Class.

Shadowbard

Illusion

Level: Bard 5

Effect: Phantom singer

Saving Throw: None

Spell Resistance: No

You conjure up a quasi-real phantom singer that is visible as a shifting, shadowy duplicate of yourself. The singer follows you automatically, moving as you move even if you teleport. The singer cannot be damaged, but can be dispelled. When a shadowbard comes into being, it immediately begins a bardic performance of your choice—it has access to all of the bardic performances that you do. It continues that bardic performance until you direct it as a move action to switch to a different performance. Rounds spent by a shadowbard creating a bardic performance do not decrease the number of rounds you can use your own bardic performance, nor can a shadowbard's bardic performance be used to trigger songs that require you to begin or cease a bardic performance.

Sheepfoe Mambo III

Enhancing

Level: Bard 5

This song functions like *Sheepfoe Mambo*, except it provides a +3 morale bonus on saving throws.

Stunning Finale

Enfeebling

Level: Bard 5

Casting Time: 1 immediate action

Targets: Up to 3 creatures, no two of which can be more than 30 ft. apart

Duration: 1 round

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You must have a bardic performance in effect to perform this song. With a flourish, you immediately end your bardic performance, assaulting the senses of the targets with your finale. Each target is stunned for 1 round. On a successful Saving Throw, a target is staggered for 1 round.

6TH-LEVEL BARD SONGS

Alluring Air

Enfeebling

Level: Bard 6

Range: 30 feet

Target: One creature

Saving Throw: Will negates

Spell Resistance: Yes

You play a soft melody, causing an enemy to be confused. Each round this song is in effect, an enemy within 30 feet of the bard suffers the Confuse status effect.

Army's Anthem II

Enhancing

Level: Bard 6

This song functions like *Army's Anthem*, except it provides Fast Healing 4.

Dexterous Etude III

Enhancing

Level: Bard 6

This song functions like *Dexterous Etude*, except it provides a +6 morale bonus to Dexterity.

Enchanting Etude III

Enhancing

Level: Bard 6

This song functions like *Enchanting Etude*, except it provides a +6 morale bonus to Charisma.

Foe Discord II

Non-Elemental

Level: Bard 6

This song functions like *Foe Discord*, except it deals 4d6 + Charisma modifier points of non-elemental damage.

Fowl Aubade III

Enhancing

Level: Bard 6

This song functions like *Fowl Aubade*, except it provides a +6 morale bonus on saving throws against sleep and charm spells and effects.

Goblin Gavotte III

Enhancing

Level: Bard 6

This song functions like *Goblin Gavotte*, except it provides a +6 morale bonus on saving throws against paralysis and petrify spells and effects.

Herb Pastoral III

Enhancing

Level: Bard 6

This song functions like *Herb Pastoral*, except it provides a +6 morale bonus on saving throws against disease and poison spells and effects.

Hunter's Prelude III

Enhancing

Level: Bard 6

This song functions like *Hunter's Prelude*, except it provides a +6 morale bonus to Attack rolls with ranged weapons.

Knight's Ballad II

Enhancing

Level: Bard 6

This song functions like *Knight's Ballad*, except it provides a +4 deflection bonus to Armor Class.

Learned Etude III

Enhancing

Level: Bard 6

This song functions like *Learned Etude*, except it provides a +6 morale bonus to Intelligence.

Quick Ballad II

Enhancing

Level: Bard 6

This song functions like *Quick Ballad*, except it provides a +4 dodge bonus to Armor Class.

Scop's Operetta III

Enhancing

Level: Bard 6

This song functions like *Scop's Operetta*, except it provides a +6 morale bonus on saving throws against silence and blind spells and effects.

Sinewy Etude III

Enhancing

Level: Bard 6

This song functions like *Sinewy Etude*, except it provides a +6 morale bonus to Strength.

Spirited Etude III

Enhancing

Level: Bard 6

This song functions like *Spirited Etude*, except it provides a +6 morale bonus to Wisdom.

Sword Madrigal III

Enhancing

Level: Bard 6

This song functions like *Sword Madrigal*, except it provides a +3 morale bonus to Attack rolls with melee weapons.

Valor Minuet III

Enhancing

Level: Bard 6

This song functions like *Valor Minuet*, except it provides a +6 morale bonus to melee damage rolls.

Vivacious Etude III

Enhancing

Level: Bard 6

This song functions like *Vivacious Etude*, except it provides a +6 morale bonus to Constitution.