

Supplemental Lore

Additional Class for Swords & Wizardry

Bard

Part skald and part minstrel, the Bard is both a master musician as well as a keeper of legends and lore. Bards are knowledgeable in many areas and the ancient legends and obscure lore studied by the Bard gives this class insight into many things. In addition, by way of their great musical prowess, Bards may influence an audience through music or song. Bards also possess some class abilities in common with other classes such as the magic-user's spell casting ability and the thief's thieving abilities. Bards use the cleric's attack table to resolve attacks. To qualify for the Bard class, a character must have a STR and INT score of at least 9, and a CHA of at least 13. Bards with a DEX score below 9 see their thieving abilities halved. A Bard's Prime Requisite is CHA. At the GM's discretion, elves, dwarves, and halflings may become Bards but may not progress beyond 8th level. Bards may use any magic items usable by Fighting-Men, Thieves, and those usable by all classes.

The Bard	
Hit Die Type	1d6+1 After reaching 9 hit dice, the bard gains only 2 hit point per level
Armor/Shield Permitted	Leather, chain
Weapons Permitted	Any
Prime Attribute (5% xp bonus)	CHA 13+

Bard Class abilities

Thieving Abilities: Bards possess the thieving abilities of a thief one half his level, rounded down. These abilities include: Open Locks, Remove Traps, Pick Pockets & Move Silently, Hide in Shadows, Hear Noises, and Climb Sheer Surfaces (see Thief class). Bards wearing chain armor cannot use the Climb Sheer Surfaces and Move Silently abilities. Bards with a DEX score of less than 9 see their chances of successfully performing their thieving cut in half. A Bard of lawful alignment or one that becomes lawful through play loses his thieving abilities. Bards do not possess the thief's Backstab ability.

Spell Casting: Bards are able to cast arcane spells in the same manner as magic-users and elves. See the Bard Abilities table for the number of spells a Bard may memorize per day.

Charm: The Bard Abilities table lists the chance (on a d20) of

the bard charming an audience (within 60 ft) through music or song. Monsters of 4 HD or more add a +1 penalty to the Bard's roll for every HD above 3. Likewise, characters of 5th level or greater also add a +1 penalty to the Bard's roll result for every level above 4. Some creature are more resilient to the Bard's charm. Undead, for example, add a penalty of +2 to a Bard's charm roll for ever HD they possess. At the GM's discretion, extremely powerful creatures, such as Baalrochs, may have a fixed penalty to the Bard's roll (up to +20) which exceeds what the creature's HD would normally confer. When using his charm, the Bard makes 1 roll and compares his result against each audience member affected, modifying his success range for each individual.

Example: A 5th level Bard attempts to charm a group composed of a 6th level Fighting-Man (+2 penalty to the Bard's chances to charm), 2 1HD men-at-arms, and a 5 HD owlbear (also +2 to the Bard's roll result). A 5th level Bard's normal chance to charm is 1-10 on a d20, and he rolls a 9. Individually applying each audience member's modifier to his roll results in only the 2 men-at-arms being charmed (the Fighting-Man's +2 modifier adjusts the Bard's roll result to 11, which is over the success range. The owlbear's +2 penalty to the Bard's charm also modifies the result to 11, thus meaning the charm was likewise ineffective versus the beast).

A charm affects all those within 60 ft, excluding the Bard's party. A Bard may use his charm ability once per day per level.

Suggestion: While a Bard has an audience charmed, he may attempt to implant a suggestion within the audience's subconscious. This suggestion acts in a similar manner to the arcane spell Suggestion. Victims are afforded a chance to save versus the suggestion. A successful save will result in the victim detecting the attempted suggestion and will most likely attack the Bard and his party.

Lore: A Bard's Lore ability (see Bard Abilities table) gives the Bard's chance, on a d20, to use his wealth of knowledge of ancient legends and lore to discern the properties of magic items, as well as knowledge of locales and legends outside the dungeon. When trying to discern the properties of magic items he cannot use, the Bard's chances are halved. The lore ability isn't simply limited to discovering the properties of magic items but can be used to glean information on anything that knowledge of legend and ancient lore might assist. The GM should assign a penalty to the bard's chance of success based on the obscurity of the information sought.

Languages: A Bard may speak a number of additional languages equal to his INT score.

Followers: Starting at 3rd level, and every 3 levels afterwards, Bards attract followers to follow him on his journeys. The table below gives what level followers the Bard attracts as well as the class of the followers.

Bard Level

Followers

Supplemental Lore

3	1 first level
6	+1 second level
9	+1 third level
12	+1 fourth level
15	+1 fifth level
18	+1 sixth level
Roll (d20)	Follower's Class

1-6	Bard
7-11	Druid
12-15	Fighting-Man
16-18	Thief
19-20	Magic-User

Although a Bard's followers do not need to be paid, when one dies, the follower is not replaced.

Bard Advancement Table

Level	Experience Points Required	Hit Dice (d6+1)	Saving Throw
1	0	1	14
2	1,500	2	13
3	3,500	3	12
4	6,500	4	11
5	14,000	5	10
6	30,000	6	9
7	60,000	7	8
8	110,000	8	7
9	165,000	9	6
10	225,000	+2 hp	5
11	290,000	+4 hp	4
12	360,000	+6 hp	4
13	430,000	+8 hp	4
14	500,000	+10 hp	4
15	570,000	+12 hp	4
16	640,000	+14 hp	4
17	710,000	+16 hp	4
18	780,000	+18 hp	4
19	850,000	+20 hp	4
20+	920,000 (+70,000 per level beyond)	+2 per level beyond	4

Bard Abilities table

Level	Spells/Day	Charm (d20)	Lore (d20)	Levels	Spells /Day	Charm (d20)	Lore (d20)
1	-	1-2	1-2	11	4/2/1/-/-/-	1-22	1-22
2	1/-/-/-/-/-	1-4	1-4	12	4/2/2/-/-/-	1-24	1-24
3	1/-/-/-/-/-	1-6	1-6	13	4/3/2/-/-/-	1-26	1-26
4	2/-/-/-/-/-	1-8	1-8	14	4/3/2/1/-/-	1-28	1-28
5	3/-/-/-/-/-	1-10	1-10	15	4/3/3/1/-/-	1-30	1-30
6	3/1/-/-/-/-	1-12	1-12	16	4/3/3/2/-/-	1-32	1-32

Supplemental Lore

7	4/1/-/-/-/-	1-14	1-14	17	4/3/3/2/-/-	1-34	1-34
8	4/2/-/-/-/-	1-16	1-16	18	4/3/3/2/1/-	1-36	1-36
9	4/2/-/-/-/-	1-18	1-18	19	4/4/3/2/1/-	1-38	1-38
10	4/2/1/-/-/-	1-20	1-20	20	4/4/3/2/1/-	1-40	1-40

Magical Instruments

The following are magical instruments usable by Bards.

Magical Harp: This harp adds + 2 to the Bard's chance of successfully charming an audience. In addition, this harp possesses 3 songs which can each be played once per day. At fifth level, and for each 3 levels afterwards, the Bard may play the songs one extra time per day. The first song playable on this magic harp is one of protection and is identical to an arcane Protection from Evil spell. The second song produces effects similar to a Shield spell. The third song mimics a Continual Light spell. A Bard must be of 2nd level or higher to play this harp. 1st level Bards attempting to do so receive 1d6 points of damage.

Magical Harp, Greater: This harp adds + 4 to the Bard's chance of successfully charming an audience and possesses all the songs of the lesser harp. In addition, the greater magical harp possesses 2 additional songs. The first turns the Bard invisible for as long as he is playing (note that the sound of the harp playing will be heard while invisible, which will seem to others as if the music is coming out of thin air). The second song produces effects identical to an arcane Strength spell. Like the first song, the effects of this strength-giving melody cease once the Bard stops playing (either willingly or through interruption). The two songs of the greater harp are playable once per day. At eighth level, and for each 3 levels afterwards, the Bard may play the songs one extra time per day. Bards of less than fifth level who attempt to play this harp suffer 3d6 points of damage.

Magical Lyre: This magic instrument adds + 6 to the Bard's chance of successfully charming an audience. It possesses all the songs from both the magical harp and the greater magical harp. In addition, the magical lyre possesses 2 additional songs which can each be played once per day. When reaching 11th level, and for each 3 levels afterwards, the Bard may play the songs one extra time per day. The first song playable on the magic lyre allows the Bard to fly as if affected by a 3rd level magic-user Fly spell. The effects last for 1d6 turns +1 turn per Bard level, or until the Bard stops playing (either willingly or through interruption). The second song produces effects identical to a Dispel Magic spell (use

the Bard's level to determine the chance of success). A Bard must be of 8th level or higher to play this lyre. Lower level Bards attempting to do so receive 5d6 points of damage.

Magical Lyre, Greater: The greater lyre adds + 8 to the Bard's chance of successfully charming an audience and possesses all the songs from both harps, as well as those from the lesser magical lyre. In addition, the greater magical lyre possesses 2 additional songs. The first song produces effects identical to a Confusion spell, while the second song mimics the magic-user's Fear spell. The effects of these songs have a duration identical to their arcane spell counterparts or until the Bard stops playing (either willingly or through interruption). The greater magical lyre also possesses healing powers, usable once per day, regardless of the Bard's level. This healing power can heal an audience (within a range of 60 ft) of 2d6 points of damage. The two songs of the greater lyre (Confusion and Fear) are playable once per day. At 14th level, and for each 3 levels afterwards, the Bard may play the songs one extra time per day. Bards of less than 11th level who attempt to play this harp suffer 8d6 points of damage.

Magical Mandolin: This magical instrument adds + 10 to the Bard's chance of successfully charming an audience and possesses all the songs from both greater and lesser versions of the harp and lyre. In addition, the magical mandolin possesses 3 additional songs. The first song emulates the effects of a Wall of Fire spell while the second song mimics the cleric's Remove Curse spell. The third song produces effects identical to a Telekinesis spell. The three songs of the magical mandolin (Wall of Fire, Remove Curse and Telekinesis) are playable once per day. At 17th level, and for each 3 levels afterwards, the Bard may play the songs one extra time per day. Bards of less than 14th level who attempt to play this mandolin suffer 10d6 points of damage. The magical mandolin also possesses healing powers, like the greater lyre (usable once per day, regardless of the Bard's level). This healing power can heal an audience (within a range of 60 ft) of 3d6 points of damage. Magical Mandolins are known to possess one elemental. It's up to the GM to determine the type and in-game effects of the specific mandolin's bound elemental.

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

Supplemental Lore

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

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

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

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

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

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

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

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

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

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

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

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

Supplemental Lore

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 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch

END OF LICENSE