

**SPELLS:** A druid casts divine spells. The spells available are listed on the druid spell list. Each druid can cast a limited number of spells from each spell level per day. The *Cleric and Druid Spells Per Day Table* shows the number of spells per day a druid may cast for each spell level. Druids prepare and cast spells by praying for them. This process is covered in greater detail in the *Magic* section.

**BONUS SPELLS:** High wisdom indicates a greater divine or spiritual connection to their deities, so druids with high wisdom gain bonus spells. If the character has a wisdom of between 13-15, they receive an extra 1<sup>st</sup> level spell. If the wisdom score is 16 or 17, they receive an extra 2<sup>nd</sup> level spell and if 18 or 19, they receive an extra 3<sup>rd</sup> level spell. Bonus spells are cumulative.

Bonus spells can only be acquired if the druid is at a high enough level to cast them. For example, a 4<sup>th</sup> level druid with an 18 wisdom receives four 0 level spells, four 1<sup>st</sup> level spells and three 2<sup>nd</sup> level spells. No bonus 3<sup>rd</sup> level spell is acquired until the druid reaches 5<sup>th</sup> level.

**RESIST ELEMENTS:** At 2<sup>nd</sup> level, druids gain a +2 bonus to saving throws against fire, water, earth, air, cold and lightning attacks.

**WOODLAND STRIDE:** At 3<sup>rd</sup> level, druids gain the ability to move through natural thorns, briars, overgrown areas and similar terrain at normal speed and without suffering damage or other impairment. When doing so, druids leave no trail in the natural surroundings and cannot be tracked. However, thorns, briars and overgrown areas that are enchanted or magically manipulated to impede motion still affect druids.

**TOTEM SHAPE:** At 6<sup>th</sup> level, druids gain the spell-like ability to change into a small or medium-size animal and back again once per day. This ability operates like the spell *polymorph self*. Upon attaining this ability, a druid must choose a totem shape. The selection is permanent, and cannot be changed. Each time a druid uses this ability, the character regains 1d4 hit points.

At 7<sup>th</sup> and 8<sup>th</sup> levels, the druid gains a new totem shape. Each shape can be assumed once per day. At 12<sup>th</sup> level, the druid gains the ability to take the shape of a large version of one of the previously chosen totem forms. This large form can be assumed once per day, and the druid can decide between the three forms each time this ability is used. When assuming the large version of a totem form, the druid heals 5d8 hit points. At 15<sup>th</sup> level, the druid can take a totem shape twice per day and at 18<sup>th</sup> level, three times per day.

**PRIME ATTRIBUTE:** Wisdom

**HIT DICE:** d8

**ALIGNMENT:** Neutral (any)

**WEAPONS:** Bows, club, dagger, dart, hand axe, hammers, scimitar, scythe, sling, sickle, spears, sword, staff

**ARMOR:** Cuir bouille, laminar leather, padded, leather, leather coat, hide

**SPECIAL:** Bonus languages, nature lore, resist elements, woodland stride, totem shape, spells

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2,001
3	d8	+1	4,251
4	d8	+2	8,501
5	d8	+2	17,001
6	d8	+3	35,001
7	d8	+3	70,001
8	d8	+4	180,001
9	d8	+4	275,001
10	d8	+5	400,001
11	+3 HP	+5	525,001
12	+3 HP	+6	650,001
13 + 175,000 per level			

## KNIGHT (Charisma)

Upon windswept battlefields where armies struggle for supremacy, there are those who make war their daily bread. They are the professional soldiers who lead and guide in war and in peace. They serve kings, emperors, lords, nobles, merchants and guild houses. War is their vocation, the battlefield their home, and death is their constant companion.

The knight is the archetypical military leader. They are trained from an early age in the use of weapons, armor, siege engines, tactics, strategy and horsemanship. They live by a code of behavior that sets them apart from normal warriors. Though this code may vary from culture to culture, it follows several basic tenets: courage in the face of battle, service to one's lord, honor, faith, humility, generosity and loyalty. Knights are not necessarily nobles, though they may be of noble birth. They are a caste of professional, mounted warrior-leaders. They do not judge another's wealth in terms of land or money, but rather by action and deed. To a knight, a pauper who unseated forty foes in a tournament is wealthier than a potentate whose foot has never touched a field of battle. By the same token, a knight able to supply his fellows with fresh mounts, armor and weaponry is respected far more than one who hoards wealth. The knights' ability on the field of battle makes them leaders in almost any situation.

A knight's power flows from their strength of will, leadership and individual charisma. The latter is the most salient characteristic of all knights. They are men and women of great bearing and powerful demeanor. Knights are as constant and unyielding in their codes as they are upon the field of battle.

Knights follow codes of conduct and honor, dictated by culture and environment. These can vary in many aspects, and the details of a knight's patterns of behavior, acceptable battlefield conduct and use of weapons are unique to their culture and caste; but a knight's virtues stem from certain universal values—strict adherence to their code, bravery, honor and faith. They serve both evil lords and good kings, but all must follow the tenets of their code, or risk losing their knighthood. An example of the typical virtues present in a knightly code of conduct appears below. Knights must conform to this strict code-of-conduct, known as courtesy, at all times.

A knight's selection of weapons is limited by the knightly code of conduct. A knight may use any melee weapon except whips, the sap, chains or the like. In general, they cannot use weapons associated with cowards or cowardly deeds. Bows are rarely used by knights, though occasion does permit their use in siege warfare or at tourney. The Castle Keeper should make that determination.

From an early age, knights are well trained in all aspects of war. Practised in all manner of armor and with many weapons, they inure themselves to the trials and tribulations of battle, becoming virtually fearless in combat. Knights prefer an honorable death in combat to a long life lived as a coward.

As a member of a caste of warriors, the knight may expect noblesse oblige, or hospitality, from any other knight. At times, even knights in conflict will extend this hospitality to one another. The knight, however, is expected to return such courtesy in kind, even to an enemy.

At least 10% of a knight's income must be given as scutage to the knight's superior lord or order as soon as possible after it is acquired.

## ABILITIES

**BIRTHRIGHT MOUNT:** A trained and healthy mount is important to a knight's station and status. In addition to their starting money, knights begin play with a fully outfitted riding horse (saddle, blankets, saddlebags, bit and bridle, harness, horseshoes, and meal). The mounts are hardier than most, having 2d8+2 hit points. A riding horse is not trained for combat, and a knight has some difficulty fighting from a riding horse (see mounted combat).

*Riding Horse (Their vital stats are HD 2d8+2, AC 13, MV 60. Their primary attributes are physical. They attack with 2 hooves for 1d4+1 points of damage.)*

*Light War Horse (Their vital stats are HD 3d10, AC14, MV 60. Their primary attributes are physical. They attack with 2 hooves for 1d4+2, or a bite for 1d4 points of damage.)*



**HORSEMANSHIP (Dexterity):** Knights are trained in mounted combat and are familiar with all types of horses, from mounts used for riding to heavy war horses. Without the need for an attribute check, knights can saddle, mount, ride and dismount; perform simple leaps and obstacle maneuvers (no more than 3 feet in height and move around small items such as barrels); fight from a mount during combat (melee and ranged) without penalty; control the mount in combat; guide a mount with the knees; and stay in the saddle when a mount rears or bolts. When viewing a horse or a group of mounts, knights can determine the strengths and weaknesses of each horse, and can generally pick out the strongest, fastest or all-around best horse. When fighting from a war-trained mount (light to heavy war horse), a knight can direct the mount to attack and still make his or her attack normally.

With a successful check, and by foregoing any attack or other action, knights may direct their mounts to perform the following actions while mounted: cover, deflect, fall softly, leap and charge.

**Deflect:** This entails the mount being moved between the opponent and the knight or positioned to offer maximum cover for the knight, while at the same time allowing the mount to avoid blows. This maneuver gives a +4 bonus to the knight's armor class and a +2 bonus to the mount's armor class.

**Cover:** A knight can drop and hang alongside a mount, using it as three-fourth's cover.

This grants a +6 bonus to the knight's armor class from those on the opposite side of the horse. The knight cannot attack or be holding anything while using this ability.

**Fall Softly:** A knight can attempt to take no damage after falling from a mount, by rolling to the side or leaping off, including when the mount itself falls. A character takes 1d6 points of falling damage on any failed attribute check.

**Leap:** The knight may direct a mount to leap obstacles as part of its movement. The obstacles jumped can be no taller than 2/3<sup>rd</sup>s the height of the horse.

**Charge:** A knight is well trained in the use of a lance. When fighting from a mount and charging, a knight inflicts triple damage upon a successful hit when wielding a lance.

**INSPIRE:** The mere presence of a knight upon the field of battle can alter the mood of armies and change the tide of combat. This gives the knight the ability to inspire companions and followers. Any person friendly to a knight's immediate endeavor gains a bonus to hit equal to the knight's charisma modifier. This ability can be used once per day and lasts a number of rounds equal to the knight's level. The number of persons that are affected increases as the knight gains levels. At 1<sup>st</sup> level, the knight can affect up to 12 creatures. The ability affects up to 25 creatures at 3<sup>rd</sup> level, up to 50 creatures at 5<sup>th</sup> level, up to 250 creatures at 7<sup>th</sup> level, up to 1000 creatures at 9<sup>th</sup> level, up to 5,000 creatures at 12<sup>th</sup> level and 20,000 creatures at 16<sup>th</sup> level. This ability cannot be used in conjunction with *embolden* or *demoralize*.

**EMBOLDEN:** At 3<sup>rd</sup> level, the knight's confidence and fearlessness in the face of danger instills courage in their companions and followers. Any

companions or followers within 30 feet of the knight gains a bonus of +1 to strength, constitution, dexterity, and intelligence saving throws, and a +2 to wisdom and charisma saving throws. This ability can be used once per day and lasts a number of rounds equal to the knight's level. This ability cannot be used in conjunction with *demoralize* or *inspire*.

**DEMORALIZE:** At 5<sup>th</sup> level, the knight causes fear and dread in the ranks of foes and enemy forces. Enemies to the knight's immediate endeavor suffer a penalty of -4 to charisma checks. In addition, the affected foes must successfully save versus fear at a -4 penalty or suffer a -1 penalty to hit. This ability can be used once per day and lasts a number of rounds equal to the knight's level. The number of creatures that can be affected increases as the knight gains levels. At 5<sup>th</sup> level, the knight can affect up to 25 creatures. The ability affects up to 100 creatures at 7<sup>th</sup> level, up to 250 creatures at 9<sup>th</sup> level, up to 1,000 creatures at 12<sup>th</sup> level and 5,000 creatures at 16<sup>th</sup> level. This ability cannot be use in conjunction with *embolden* and *inspire*.

**BATTLEFIELD DOMINANCE:** At 8<sup>th</sup> level, the knight can use all three abilities; *demoralize*, *embolden* and *inspire* in the same round. This is in addition to their regular use individually.

**CALL-TO-ARMS:** At 10<sup>th</sup> level, a knight reaches a level of renown that allows him to attract followers to his cause. By establishing a stronghold, a knight can attract 2d10 followers of 0 level every month. For every 40 followers that flock to the knight's standard, a 1st level knight heeds the call as well. When 80 followers have been attracted, a knight of at least 5<sup>th</sup> level is attracted. This cycle repeats until the knight can no longer pay for the upkeep of his followers. Thus, when 120 followers are reached, another 1st level knight comes, and when 160 followers are reached, another 5<sup>th</sup> level knight arrives.

Followers must be supported or they leave. 0 level followers require 2 gp per month and 1<sup>st</sup> level knights cost 100 gp per month. Every knight of a higher level requires 100 gp per level per month.

**PRIME ATTRIBUTE:** Charisma

**HIT DICE:** d10

**ALIGNMENT:** Any

**WEAPONS ALLOWED:** Any except Code-of-Conduct limitations

**ARMOR ALLOWED:** Any

**ABILITIES:** Birthright mount, horsemanship, weapon training, *inspire*, *embolden*, *demoralize*, *call-to-arms*

Level	HD	BtH	EPP
1	d10	+0	0
2	d10	+1	2,251
3	d10	+2	4,501
4	d10	+3	9,001
5	d10	+4	18,001
6	d10	+5	36,001
7	d10	+6	72,001
8	d10	+7	150,001
9	d10	+8	300,001
10	d10	+9	600,001
11	+4 HP	+10	725,001
12	+4 HP	+11	900,001
13 + 175,000 per level			

## TYPICAL KNIGHTLY VIRTUES AND CODE OF CONDUCT

The Castle Keeper and the player should develop the details and expectations for a knight character prior to play as courtesy will vary from campaign to campaign. The following is a typical code of conduct for a knight.

**Courage:** To flee in fear from a battle or from a struggle that might be won is dishonorable and churlish. So long as any hope remains, the knight is bound to fight until death or victory is won. Personal interests bow to service of the cause. Courage, however, is guided by wisdom and truth.

**Defense:** A knight should defend liege, nation, family and all those who depend upon the knight, or all those deemed worthy of their protection. Sacrificing oneself for these would be considered a worthy and noble death.

**Discreetness:** A knight is discreet in affairs with friends and others. Slander is uncalled for, and that which is not seen or heard personally should not be repeated. A knight should not demean others, gossip, spread malicious lies or commit slander. Even enemies are treated with respect.

**Excellence:** The knight should strive for excellence in everything, whether the art of war or the gentler arts of the court. Excellence is marked by commitment, zeal, attitude and conduct.

**Faith:** Knights must have faith in their beliefs, for only faith provides courage and loyalty. A knight's faith provides a shield against the darkness of despair.

**Honor:** A knight should be honest in dealing with others, being quick to remedy or make restitution for injustice. A knight keeps his word and follows through on commitments. A knight performs deeds that bring honor to his or her liege and to the office of knighthood. A knight shall not attack an unarmed foe, or one asking for mercy.

**Humility:** A knight values the contributions of others and their deeds of reknown. Telling the deeds of others glorifies the office of knighthood. It is unseemly for knights to boast of their own deeds, for a knight's reknown, if truly earned, will be noted by peers. Only the weak trumpet their own accomplishments.

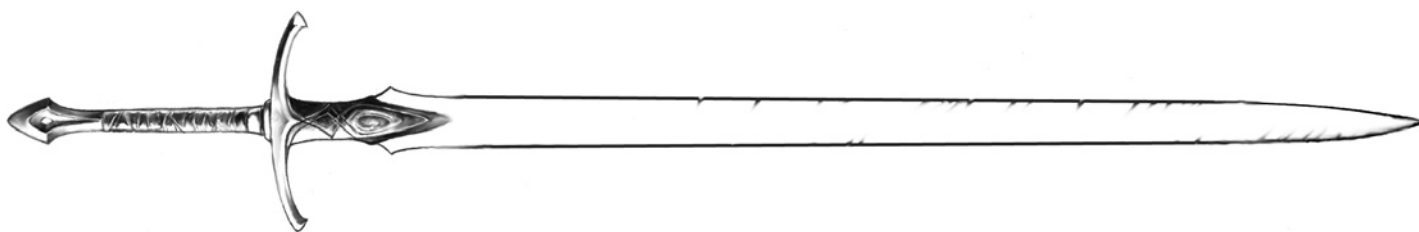
**Justice:** A knight should seek the path of "right", unencumbered by personal bias and interest. A knight strives to punish the guilty, while remembering that justice without mercy can itself be unjust. A knight treats others with fairness and honesty, and mediates disputes without malice.

**Largesse:** A knight is expected to be as generous as possible. A knight should be willing to provide aid to friends and allies, and even to other knights, with no thought of repayment, for those of a chivalrous demeanor will repay the knight in kind and in full measure.

**Loyalty:** The knight's word is a bond, and an oath once sworn should never be refuted, save when an oath-bond is broken by the other party. A knight should be unwavering in commitment to liege and cause, family and faith, code and ideals. A knight keeps sacred any confidence entrusted.

**Nobility:** A knight seeks stature by upholding the virtues of knighthood, though knowing that perfection is impossible. Only by striving for perfection, however, does a knight achieve greatness of character and spirit.

**Valor:** A knight seeks to uphold the office of knighthood, and faces death with valor.





**PALADIN** (Charisma)

In the constant battle between good and evil, a select few, through their selfless devotion, courage, nobility of spirit and unyielding faith, rise to the forefront of the struggle. These holy warriors strike terror in the hearts of evil creatures, and inspire others to greater good. The paladin consistency and strength knows only the limits of their deity and code.

The paladin is a holy warrior chosen for adherence and absolute devotion to a deity or similar holy cause. Some are trained in all the arts of combat, serving in the vanguard of many wars and movements. Their belief in the tenets of their deity gives them strength and divine powers beyond those of other warriors. A paladin's code requires them to respect legitimate authority, act with honor, help those in need and punish those that harm or threaten innocents. They can serve priests, temples, religious houses or other religious authorities, but obey only one calling.

The paladins serve their code alone. They are defined by their actions, and their actions are dictated by their code. These holy warriors are driven by virtue, courage, nobility and the quest to combat evil in all forms. They ride for no master but their deity or cause. The greater good guides their actions, and victory is its own honor. Paladins fight on lonely battlefields and protect the weak. These warriors, these noble ronin, fight and die for the greater good; often unsung, alone and beyond the reach of succor.

Though paladins are often maligned for their zealous actions, or feared for their powers, all hold them in high regard, for they wage an unflagging war against evil. A paladin's power flows from strength of will and the ability to project divine power against the enemy.

Their purpose, if misunderstood by many, is quite clear to them, and always guides their actions. They are servants of the law, and are bound to their code forever. They serve the greater good and always place it above all else.

Every deity or pantheon has a moral code that dictates what is acceptable on the battlefield. A paladin's weapons of choice are generally those of the paladin's deity or of a knightly sort, for paladins eschew cowardly combat and believe facing one's enemy in battle is the highest honor. They never use weapons associated with thieves or the cowardly, and generally refuse to

use ranged weapons, though some of them are not averse to using them if absolutely necessary.

Paladins never knowingly associate with evil characters under any circumstances. A paladin ends all associations with those who consistently offend their moral code or refuse to help in the causes the paladin considers worthy.

A paladin who ceases to perform his duties or strays from the path of righteousness, who wilfully commits an evil act or who grossly violates the code of conduct loses all abilities, including the service of the paladin's divine mount. The character is outcast and cursed, and no longer advances in strength or power. Only by atoning for these violations of the code may such a paladin regain the status and powers.

**ABILITIES**

**CURE DISEASE:** At 1<sup>st</sup> level, the paladin can cure any disease, no matter the origin, once per week. This ability improves as the paladin rises in levels. At 6<sup>th</sup> level, the paladin can cure disease two times per week, and at 12<sup>th</sup> level, three times per week.

**DETECT EVIL:** Beginning at first level, paladins have the ability to detect evil in the same manner as the spell. However, this ability is innate and no spell casting is involved. A paladin simply concentrates for one round on an area or individual within 60 feet to use the ability. The paladin must face toward the area or individual being examined. The paladin can do this as often as desired, but must be able to concentrate for at least one round to do so.

**DIVINE AURA:** Paladins emanate a permanent divine aura that wards against attacks from evil, summoned or conjured creatures. It creates a magical barrier around the paladin that conveys a +2 bonus to armor class and a +2 bonus on all saving throws against evil creatures. The divine aura also prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail, and the creatures to recoil, if such attacks require touching the warded creature. Good elementals and outsiders are immune to this effect.

**DIVINE HEALTH:** The paladin is immune to all diseases, whatever their origin.

**LAY ON HANDS:** A paladin can cure 2 hit points per level once per day. This ability can be used on the paladin or on others, but the healing cannot be divided among multiple recipients.

**TURN UNDEAD (Wisdom):** At 3<sup>rd</sup> level, the paladin gains the ability to turn undead as a cleric of 1st level. When making a wisdom check to turn undead, a paladin adds his "turning level" to the roll, not the character's actual level. This ability improves with each level, so a 5<sup>th</sup> level paladin turns undead like a 3<sup>rd</sup> level cleric, etc.

**DIVINE MOUNT:** At 4<sup>th</sup> level, the paladin gains the ability to call a divine warhorse or other mount. A paladin's deity confers this grace upon the paladin as a reward for faithful service. The divine mount is unusually intelligent, strong, loyal, and ready to serve the paladin in his or her crusade against evil. The mount is usually a heavy warhorse (for a medium-sized paladin) or a war pony (for a small-sized paladin). Should the paladin's mount die, a year and a day must pass before another can be called. The Castle Keeper provides information about the mount that responds to the paladin's call.

**AURA OF COURAGE:** At 6<sup>th</sup> level, a paladin is immune to fear (magical or otherwise). Allies within 10 feet of the paladin gain a +4 bonus on saving throws against fear effects.

**SMITE EVIL:** Once per day, a paladin of 9<sup>th</sup> level or higher may attempt to smite evil with one normal melee attack. Smite evil adds the paladin's charisma modifier (if positive) to the attack roll, and deals 1 extra hit point of damage per level of the paladin. This ability can be used once per day, and only on creatures of evil alignment.

**DIVINE HEALING:** At 12<sup>th</sup> level, a paladin can call upon his deity to aid those in need of healing. Divine healing enables the character to wipe away disease and injury. It completely cures all diseases, blindness, deafness, hit point damage and all temporary ability damage. It neutralizes poisons in the subject's system, so that no additional damage or effects are suffered. It dispels the effects of a *feeblemind* spell. It cures those mental disorders caused by spells or injury to the brain. Only a single application of the ability is needed to simultaneously achieve all these effects. The ability does not remove negative levels, restore permanently drained levels or restore permanently drained ability scores. The paladin can use the ability once per week.

**PRIME ATTRIBUTE:** Charisma

**HIT DICE:** d10

**ALIGNMENT:** Lawful good

**WEAPONS:** Any

**ARMOR:** Any

**ABILITIES:** Cure disease, detect evil, divine aura, divine health, lay on hands, turn undead, divine mount, aura of courage, smite evil, divine healing

Level	HD	BtH	EPP
1	d10	+0	0
2	d10	+1	2,701
3	d10	+2	5,501
4	d10	+3	12,001
5	d10	+4	24,001
6	d10	+5	48,001
7	d10	+6	95,001
8	d10	+7	180,001
9	d10	+8	360,001
10	d10	+9	700,001
11	+4 HP	+10	1,000,001
12	+4 HP	+11	1,300,001
13 + 300,000 per level			

### **BARD (Charisma)**

Every age and people has a voice. That voice finds its measure in story, expressed in legend, tale, song, poem, battle cry or speech. From wild barren steppes to the frozen lands at the tips of the world, from taverns to town squares, and from city streets to imperial residences, there are those blessed with the ability to artfully weave story and legend, moving the heart to great feats. In recounting epic deeds of ages past, bards inspire listeners to greater deeds as if by magical incantation. They captivate hearts, cause tears to flow, and invigorate individuals and crowds. These storytellers are historians and lore masters with oratorical skills guided by the muses. Some are powers behind thrones, weaving future events through tales of the past. Others are the backbone for troops of soldiers, inspiring courage in times of distress. But the most renowned are the warrior-poets, whose adventures and escapades are legendary. These ply their skills across the wide world, and are known as bards.

Bards can lead by example or deed, but they primarily influence others with story, art or argument. Their skill of recitation borders on the magical, so much so that they are often able to charm listeners with their tales. Many also possess training in feats of arms, whether intentionally acquired for a greater poetic understanding of valor and mortal combat or learned accidentally when they have found themselves in dire straights and amongst dangerous foes.

Bards possess artistic skills that are needed to convince an audience that what they see is more than what is shown. They gain access to the various strata of society, both low and high, walking among them to acquire knowledge and power. The bard pays heed to the moods and tales of all, whether noble or villain, realizing the importance of even the meanest of peoples. They are skalds, minstrels, troubadours, lore masters, poets, chroniclers, schemers, sages, musicians and orators, blending fact and fiction to great effect.

Whether weaving tales or delivering odes, bards can effect changes in individuals and small groups, inspiring them to great deeds in combat or to humble behavior. They give voice to history, and weave tales establishing ethics and morals, reinforcing the frameworks of societies. They possess a tremendous knowledge of events great and small, of legends and the nature of magics. Most bards teach much of what they know, but all bards keep some knowledge to themselves, considering it a source of power and prestige only to be dispensed with in the most extraordinary of circumstances.

The bard's role as historian and storyteller requires a bending and twisting of fact and a weaving of fiction to tell their tales well. They must be free of mind and spirit, with agile and active imaginations. Bards are not bound by the often moribund and strict interpretations of academics and others who depend on the separation of fact and fiction.

Though bards are known to inspire others to greater deeds, their lifestyle often leads them into conflict and combat, where they often perform deeds of valor. In life they prefer not to be encumbered by worldly goods. They rarely take up permanent residence and are always ready to move on. Usually, their most prized possessions are the instruments they carry, scrolls with great tales writ upon them, or items to which they have attached great value and though which they recall tales and tales of tales.

### **ABILITIES**

**DECIPHER SCRIPT (Intelligence):** Bards often need to decipher and interpret legends and secret writings to acquire more knowledge. This ability allows the bard to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes ten turns to decipher each page of a script. A decipher script check may be made only once per writing. A bard may use this ability to decipher and then use an arcane scroll, as a wizard or illusionist would, if a successful check is made at a penalty of -10. This ability may not be used to decipher divine scrolls.

**EXALT (Charisma):** This is the bard's ability to inspire companions and listeners, allowing them to surpass their normal level of performance. Some bards invoke this ability through song and music, while others do so through oration, battle cries or sheer acting and demeanor. With a successful attribute check, a bard can help allies succeed at a task. The ally gets a +2 bonus on any action requiring an attribute check, including class ability checks, saving throws and standard attribute checks. This ability does not affect attack rolls. The allies must be able to see and hear the bard, and must be within 60 feet. The Castle Keeper may rule that certain uses of this ability are infeasible. The bard can use this ability once per day per level, and can maintain the effect for a number of rounds equal to the bard's level. As the bard rises in levels, the bonus imparted increases as well. It rises to +3 at 6th level, +4 at 12th level and +5 at 18th level.

**LEGEND LORE (Charisma):** Bards are lore masters of myth and archaic knowledge. With a successful attribute check, a bard gains or remembers some relevant information about local notables, a legendary item, a noteworthy place or any other relevant bit of information. Gaining the information may entail speaking to local inhabitants and/ or doing research. The information might prove useful in diplomacy, entertaining, or otherwise influencing others. The ability also might impart a full or partial understanding of local or secret languages, including rogue's cant, the secret druidic language or ranger signs.

The check will not reveal the powers of a magic item, but may give a hint to its history, general function or activation. The Castle Keeper gauges the challenge level of the check based on whether the knowledge is: 1. Common known by at least a substantial minority of the local population; 2. Uncommon but available, known by only a few people in the area; 3. Obscure, known by few, and hard to come by; 4. Extremely Obscure, known by very few scholars and sages, possibly forgotten by most who once knew it, or possibly known only by those who don't understand the significance of the knowledge.