

## PRIVILEGI DI CLASSE

### BARDIC TRAINING

In addition, you can perform one bard ritual per day of your level or lower without expending components, although you must pay any other costs and use any focus required by the ritual. At 11th level, you can perform two bard rituals per day of your level or lower without expending components; at 21st level, you can perform three.

**Virtue of Cunning:** Once per round, when an enemy attack misses an ally within a number of squares of you equal to 5 + your Intelligence modifier, you can slide that ally 1 square as a free action.

### SKILL VERSATILITY

You gain a +1 bonus to untrained skill checks.

### SONG OF REST

When you play an instrument or sing during a short rest, you and each ally who can hear you are affected by your Song of Rest. When an affected character spends healing surges at the end of the rest, that character regains additional hit points equal to your Charisma modifier with each healing surge. A character can be affected by only one Song of Rest at a time.

## A VOLONTA'

### Vicious Mockery

Bard Attack 1

*You unleash a string of insults at your foe, weaving them with bardic magic to send the creature into a blind rage.*

**At-Will** ♦ Arcane, Charm, Implement, Psychic

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 1d6 + Charisma modifier psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

**Level 21:** 2d6 + Charisma modifier damage.

### Staggering Note

Bard Attack 1

*The sharp sound you create causes your opponent to recoil clumsily.*

**At-Will** ♦ Arcane, Implement, Thunder

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** Charisma modifier thunder damage, and you push the target 2 squares. As a free action, an ally of your choice can make a melee basic attack against the target before, after, or during this forced movement.

## ARMA LONGSWORD

### Farbond Spellblade

Level 2+

*When bonded to you, this spellblade returns to your hand faster and from farther distances.*

Lvl 2 +1 520 gp Lvl 17 +4 65,000 gp

Lvl 7 +2 2,600 gp Lvl 22 +5 325,000 gp

Lvl 12 +3 13,000 gp Lvl 27 +6 1,625,000 gp

**Weapon:** Heavy blade, light blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d8 per plus when used as an implement for an arcane power

**Property:** This weapon can be used as a heavy thrown weapon with a range of 5/10. If you have the Swordbond class feature, you can call this weapon to your hand from up to a mile away.

## ARMATURA BRAIDMAIL

### Imposter's Armor

Level 6+

*In the blink of an eye, this metal armor can fade into rags or robes, providing the perfect disguise for any situation.*

Lvl 6 +2 1,800 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp Lvl 26 +6 1,125,000 gp

Lvl 16 +4 45,000 gp

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Power (At-Will ♦ Polymorph):** Minor Action. You can transform this armor into a normal-looking set of clothes. While in clothes form, the armor does not provide an armor bonus, but neither does it impose an armor check penalty or speed reduction. You can add this armor's enhancement bonus to any Bluff check made to attempt to disguise your appearance. You can change this armor back into its true form as a minor action.

## BACCHETTA SUPERIORE

### Master's Wand of Vicious Mockery

Level 4+

*Wielding this hackberry wand sharpens your tongue and hones your wit.*

Lvl 4 +1 840 gp Lvl 19 +4 105,000 gp

Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp

Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp

**Implement (Wand)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Property:** When you hit with the *vicious mockery* power using this wand, choose a different enemy within 2 squares of the target. That enemy takes a -2 penalty to attack rolls until the end of your next turn.

**Power (Encounter ♦ Arcane, Charm, Implement, Psychic):** Standard Action. As the bard's *vicious mockery* power (*Player's Handbook 2*, page 69).

**Benefit:** You gain a +1 feat bonus to implement attack rolls that you make with a wand. This bonus increases to +2 at 11th level and +3 at 21st level. Also, you ignore partial cover and superior cover on implement attacks you make with a wand.



## A INCONTRO

### Heroic Effort Human Racial Utility

*Your grim focus and unbridled energy means that failure is not an option.*

Encounter

No Action Personal

Trigger: You miss with an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

### Words of Friendship Bard Feature

*You infuse your words with arcane power, transforming even the simplest speech into compelling oratory.*

Encounter ♦ Arcane

Minor Action Personal

Effect: You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn.

### Majestic Word Bard Feature

*You utter words laden with preternatural inspiration, restoring your ally's stamina and making wounds seem insignificant.*

Encounter (Special) ♦ Arcane, Healing

Minor Action Close burst 5  
(10 at 11th level, 15 at 21st level)

Target: You or one ally in burst

Effect: The target can spend a healing surge and regain additional hit points equal to your Charisma modifier. You also slide the target 1 square.

Level 6: 1d6 + Charisma modifier additional hit points.

Level 11: 2d6 + Charisma modifier additional hit points.

Level 16: 3d6 + Charisma modifier additional hit points.

Level 21: 4d6 + Charisma modifier additional hit points.

Level 26: 5d6 + Charisma modifier additional hit points.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

### Blunder Bard Attack 1

*You fog your foe's mind, causing it to stumble past your allies.*

Encounter ♦ Arcane, Charm, Implement

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier damage, and you slide the target 2 squares. During the slide, you or one of your allies can make a melee basic attack against the target as a free action, with a +2 power bonus to the attack roll.

Virtue of Cunning: The power bonus to the attack roll equals 1 + your Intelligence modifier.

### Rhyme of the Blood-Seeking Blade Bard Attack 3

*You swiftly loose a shot while chanting of sundered metal, and your foe's armor no longer withstands your friend's strike.*

Encounter ♦ Arcane, Weapon

Immediate Interrupt Ranged weapon

Trigger: An ally misses with a melee attack

Target: The target of the triggering ally's attack

Attack: Charisma vs. Reflex

Hit: 1[W] + Charisma modifier damage. The target takes a -4 penalty to all defenses against the triggering ally's attack.

Virtue of Prescience: The target's penalty to all defenses equals 3 + your Wisdom modifier.

### Chord of Resilience Bard Utility 6

*With notes of steel and stone, you preserve your ally from harm.*

Encounter ♦ Arcane

Immediate Interrupt Ranged 10

Trigger: An attack hits an ally

Target: The ally who was hit

Effect: The damage the target takes is reduced by an amount equal to 5 + your Charisma modifier.

### Unluck Bard Attack 7

*You manipulate what was once an ode to fate, speaking it in reverse and warping the weave of fortune.*

Encounter ♦ Arcane, Implement, Necrotic

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1d8 + Charisma modifier necrotic damage. The next time the target makes an attack roll before the end of your next turn, you roll a d20 and can replace the target's roll with yours. In addition, choose an ally within 5 squares of you. The next time that ally attacks the target before the end of your next turn, you roll a d20 and can replace the ally's roll with yours.

### Lying Lights Cunning Prevaricator Attack 11

*As your allies strike the chosen foe, they vanish in clouds of glittering light.*

Encounter ♦ Arcane, Illusion, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 3d8 + Charisma modifier radiant damage. Each ally who hits the target before the end of your next turn becomes invisible until the end of his or her next turn. This invisibility ends if the ally makes an attack roll.

### Trickery's Reward Cunning Prevaricator Utility 12

*With words of cunning wisdom, you guide your ally's defenses, foiling your enemies' attack one way or another.*

Encounter ♦ Arcane, Healing

Immediate Interrupt Close burst 10

Trigger: An attack hits an ally within 10 squares of you

Target: The ally that was hit by the triggering attack

Effect: The target gains a bonus to all defenses that the triggering attack targets equal to your Intelligence modifier. If the triggering attack misses, the target gains the bonus to those defenses until the end of your next turn. If the triggering attack hits, the target regains hit points as if he or she had spent a healing surge.

### Mantle of Unity Bard Utility 10

*A swelling chorus of confidence enfolds your allies, so that the strengths of each mask another's weakness.*

Encounter ♦ Arcane

Minor Action Close burst 5

Target: You and each ally in burst

Effect: Determine the highest AC, Fortitude, Reflex, and Will among all the targets. Until the end of your next turn, use these values for the corresponding defenses of all the targets.



## GIORNALIERI

### **Stirring Shout** Bard Attack 1

Your shout of wrath stabs into your foe's mind. Each time your allies hit that foe, they draw strength from its weakness.

**Daily** ♦ Arcane, Healing, Implement, Psychic

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 2d6 + Charisma modifier psychic damage.

**Effect:** Until the end of the encounter, whenever an ally hits the target, that ally regains hit points equal to your Charisma modifier.

### **Canon of Avoidance** Bard Utility 2

Your song of protection trips from ally to ally, cloaking each one in a magical shield.

**Daily** ♦ Arcane

**Standard Action** Ranged 10

**Target:** One ally

**Effect:** The target gains a +2 power bonus to all defenses until the end of your next turn.

**Sustain Minor:** The effect persists. When you sustain the effect, you can transfer it to another ally within 10 squares of you.

### **Song of Discord** Bard Attack 5

You foster distrust in one of your foes, causing it to strike out at its allies.

**Daily** ♦ Arcane, Charm, Implement

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** The target is dominated until the end of your next turn.

**Effect:** The target makes a basic attack against an enemy of your choice as a free action.

### **Wail of Anguish** Bard Attack 9

A threnody of loss and sorrow saps your foes' ability to escape harm.

**Daily** ♦ Arcane, Implement

**Minor Action** Personal

**Effect:** Until the end of your next turn, you can make the following attack.

**Opportunity Action** Close burst 3

**Trigger:** An enemy starts its turn within 3 squares of you

**Target:** The triggering enemy in burst

**Attack:** Charisma vs. Will

**Hit:** Charisma modifier damage, and the target cannot shift until the end of your next turn.

**Sustain Minor:** The effect persists.

## GUANTI

### **Gloves of the Healer** Level 12+

Your healing is enhanced by this elegant handwear.

Lvl 12 13,000 gp Lvl 22 325,000 gp

**Item Slot:** Hands

**Property:** When you use a power that lets one or more creatures spend a healing surge to regain hit points, one target regains an extra 1d6 hit points.

Level 22: 2d6 hit points.

**Power (Daily ♦ Healing):** Standard Action. Spend a healing surge. An adjacent ally regains hit points equal to the value of the healing surge you lost.

## OGGETTI MERAUVIGLIOSI

### **Gem of Colloquy** Level 2+

This jewel hovers near your head, sharpening your wit and expanding your knowledge of languages.

Lvl 2 520 gp Lvl 12 13,000 gp

**Item Slot:** Head

**Property:** Gain a +1 item bonus to Bluff and Diplomacy checks. Understand and speak 1 additional language, chosen at the time of the gem's creation.

Level 12: +3 item bonus, 2 additional languages.

## MANTELLO

### **Cap of the Mountebank** Level 5+

With a flourish of this silk-hemmed garment, you transport out of harm's way.

Lvl 5 +1 1,000 gp Lvl 20 +4 125,000 gp

Lvl 10 +2 5,000 gp Lvl 25 +5 625,000 gp

Lvl 15 +3 25,000 gp Lvl 30 +6 3,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily ♦ Teleportation):** Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.

## LIBRO DEGLI INCANTESIMI

### CANZONE DEL RIPOSO

**Level:** 10      **Component Cost:** 400 gp,  
**Category:** Exploration      plus a focus worth 1,000 gp  
**Time:** 10 minutes      **Market Price:** 1,200 gp  
**Duration:** Instantaneous      **Key Skill:** Arcana (no check)  
**Prerequisite:** Bard

When you perform this ritual at the beginning of an extended rest, you reduce the time needed for the extended rest by 2 hours for yourself and any allies who hear the performance. A character can benefit from this ritual only once during any 24-hour period.

**Focus:** A musical instrument you play as part of performing the ritual.

### CANZONE DEL SOSTENTAMENTO

**Level:** 8      **Component Cost:** 135 gp,  
**Category:** Exploration      plus a focus worth 680 gp  
**Time:** 10 minutes      **Market Price:** 680 gp  
**Duration:** 48 hours      **Key Skill:** Arcana (no check)  
**Prerequisite:** Bard

Your performance nourishes up to ten Small or Medium creatures for the duration, as if they had enjoyed a great feast. The creatures also gain a +5 bonus to Endurance checks for the duration. You designate the affected creatures as part of performing the ritual, and they must hear all of it.

**Focus:** A musical instrument you play as part of performing the ritual.

### CANTO DEL VIAGGIATORE

**Level:** 1      **Component Cost:** 10 gp,  
**Category:** Exploration      plus a focus worth 5 gp  
**Time:** 10 minutes      **Market Price:** 75 gp  
**Duration:** 8 hours      **Key Skill:** Arcana (no check)  
**Prerequisite:** Bard

For the ritual's duration, you and up to eight allies who heard the whole performance of the ritual can travel farther than normal. For the purpose of determining how far you and the allies can travel in an hour or a day, treat the group's speed as the slowest member's speed + 2.

**Focus:** A musical instrument you play as part of performing the ritual.

### MAPPA MAGICA

**Level:** 9      **Component Cost:** 325 gp,  
**Category:** Divination      plus a focus worth 100 gp  
**Time:** 10 minutes      **Market Price:** 800 gp  
**Duration:** Special      **Key Skill:** Arcana

When you perform this ritual, choose a specific creature. You must have an object that is tied to the creature, such as a bit of hair, a favorite scarf, or a personal weapon. You hold the object in one hand and suspend the focus from the other hand, holding it above a map representing a region no larger than 50 by 50 miles. If the creature is in

the area, the focus is drawn to the creature's exact location as depicted on the map. As you watch, the focus follows the creature's movement.

Your Arcana check determines the duration of the time during which you can pinpoint the creature's location. This ritual is only as accurate as the map that is used.

Arcana Check Result	Duration
19 or lower	1 round
20-29	10 rounds
30-39	10 minutes
40 or higher	1 hour

**Focus:** A crystal plumb bob worth at least 100 gp, and a body part or personal object of the creature.

### NINNA NANNA

**Level:** 3      **Component Cost:** 25 gp,  
**Category:** Exploration      plus a focus worth 20 gp  
**Time:** 10 minutes      **Market Price:** 125 gp  
**Duration:** As long as      **Key Skill:** Arcana  
you play plus 10 minutes  
**Prerequisite:** Bard

Your performance makes your audience drowsy. Make an Arcana check. The result determines the penalty to Insight checks and Perception checks of each creature that can hear you other than you and your allies.

Arcana Check Result	Penalty
19 or lower	-2
20-29	-4
30-39	-6
40 or higher	-10

Affected creatures are also considered distracted, which might allow an ally (or you, after you stop playing) to make Stealth checks to hide from them even without superior cover or total concealment.

**Focus:** A musical instrument you play as part of performing the ritual.

### CREARE ACCAMPAMENTO

**Level:** 1      **Component Cost:** 15 gp  
**Category:** Exploration      **Market Price:** 50 gp  
**Time:** 10 minutes      **Key Skill:** Nature  
**Duration:** 8 hours

You summon hundreds of diminutive nature spirits to assemble a campsite in a 5-square radius around you. The spirits clear the area, set up tents, unroll bedrolls, gather water, and prepare a nourishing meal. They also conceal the campsite, with your Nature check result serving as the DC for Perception checks to notice the hidden camp.

The spirits utilize your and your allies' gear to make the campsite. If you and your allies lack the appropriate gear, the spirits gather raw materials from the environment to make the campsite.

At the end of the ritual's duration, the spirits break down the campsite, pack up your gear, and restore the site to its original state, removing evidence that you and your allies camped there.



## ORO DEGLI SCIOCCHI

**Level:** 3  
**Category:** Deception  
**Time:** 1 minute  
**Duration:** Special

**Component Cost:** Varies  
**Market Price:** 125 gp  
**Key Skill:** Arcana

You create an amount of illusory gold that vanishes after a certain amount of time. The gold looks, feels, and smells like real gold and weighs as much as real gold. You create an amount of false gold equal to the amount you spend as the ritual's component cost times a multiplier based on your Arcana check result. Your Arcana check result also determines how long the illusory gold exists. For example, if you expend 100 gp as the component cost and you achieve a result of 25 on your Arcana check, you create 1,000 gp worth of illusory gold that lasts for 4 hours.

Arcana Check Result	Duration/Multiplier
9 or lower	1 hour/ $\times 2$ multiplier
10-19	2 hours/ $\times 5$ multiplier
20-29	4 hours/ $\times 10$ multiplier
30-39	8 hours/ $\times 20$ multiplier
40 or higher	24 hours/ $\times 100$ multiplier

Any creature can discern the true nature of the illusory gold by succeeding on a Perception check or Arcana check against a DC equal to your Arcana check result.