

...And the music played on, each pull of the string fostering harmonies that drove the warriors to murderous frenzy. Those who dared stand against them fell to a man; their blood seeped into the hillside and fed the hungry earth.

...And the music played on, each chord the sanguine finality of Kings and infidels alike. Atop the mountain's peak, penetrating the thundering nimbus of the heavens and towering over lesser mortals stood one man, an Axe cradled in his arms, his fingers shredding its surface with inhuman celerity. From his lips escaped but one word – one word that spoke for the pillars of corpses at his feet, the ruins of palaces and the seeds of brutality, at once and forever:

“Metal.”

A note on balance and design

This class is best balanced for moderately advanced groups where spellcasters are busy nearly wrecking reality and people who aren't spellcasters are playing with some degree of optimization. The Disciple of Metal is quite potent, certainly strong enough to put most single-class Bards and Fighters to shame but then, that's not too much of a travesty, is it? The Disciple of Metal is designed to be a formidable but fair contender in parties that include primary spellcasters and capable fighting-casters.

Disciple of Metal

Aliases: Badass Bard, Battle Bard, Heavy Metal Bard, Iron Man (Maiden), Brother (Sister) of Metal

Role: Disciples are not like other pansy mewling bards. A Disciple of Metal finds his home on the frontline, where fresh blood is spilt and heads are split atwine. His music and his weapon are one and the same.

Alignment: Disciples inherently represent the annihilation of axioms and boundaries. Though oft worshippers of Metal gods, Disciples forge their own path, write their own rules, and don't take shit from anyone. Thus, it is particularly common for Disciples of Metal to be Chaotic aligned - especially Chaotic Badass.

Hit Die: d8.

Requirements

To prove themselves worthy of bloody baptism into the ranks of Metal, a character must fulfill all the following criteria:

Alignment: Any chaotic, unless the non-chaotic character is sufficiently brutal and awesome (this is between you and the GM).

Feats: Power Attack, Toughness.

Skills: Perform (anything that can be called Metal) 5 ranks.

Spells: Ability to cast 2nd level arcane spells.

Special: Bardic performance or equivalent class feature (such as Raging Song).

Class Skills

The Disciple of Metal's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (religion) (Int), Knowledge (the planes) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Ride (Dex), Spellcraft (Int), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

Table: Disciple of Metal

Level	Bab	Fort	Ref	Will	Special
1	+1	+2	+0	+2	The Gods Made Heavy Metal, Euphony
2	+2	+3	+0	+3	Instruments of Destruction, Cacophony
3	+3	+3	+1	+3	Disciple, +1 spell caster level
4	+4	+4	+1	+4	Euphony
5	+5	+4	+1	+4	Cacophony, +1 spell caster level
6	+6	+5	+2	+5	Disciple
7	+7	+5	+2	+5	Euphony, +1 spell caster level
8	+8	+6	+2	+6	Cacophony
9	+9	+6	+3	+6	Disciple, +1 spell caster level
10	+10	+7	+3	+7	Cacophony
11	+11	+7	+3	+7	Brutal Legend, +1 spell caster level

The Gods Made Heavy Metal (Ex): ...and they saw that it was good. Henceforth, all of the Disciple's bardic magic is considered, for all intents and purposes, *divine* magic. He gains proficiency in medium and heavy armor. Since his magic is divine now, even the heaviest of metal apparel won't interfere with his spell casting or abilities. The Disciple becomes so inured to the impossibly loud noises demanded by his vocation that he gains sonic resistance equal to his Hit Die and automatically succeeds on Fortitude saves against deafness.

The Disciple adds his class levels in Disciple of Metal to his Bard levels for the purpose of determining daily uses of Bardic Performance, their effectiveness and action type, and what performances are available to him. He does not gain or improve other Bard abilities, such as Bardic Knowledge, Jack of All Trades or Versatile Performance.

Becoming a Heavy Metal Skald: Vikings are well-received by the Metal Gods, as are other performers who aspire toward their traditions of storytelling and facemauling. A Skald who gains levels in Disciple of Metal improves his Raging Song abilities and learns new songs in the same manner that a Bard would progress Bardic Performance. He even improves upon and gains new Rage Powers as though advancing in Skald, but he does not progress other Skald class features such as Uncanny Dodge or Spell Kenning. Note that, in exchange for being able to advance their Rage Powers, a Skald / Disciple of Metal does not have the option of accessing the Euphony boons imparted with *Inspire Greatness* or *Inspire Heroics*, as the Skald does not learn those songs. This prestige class functions otherwise identically, so that you can replace all references of *Inspire Courage* with *Inspired Rage* and *Bardic Performance* with *Raging Song* in order to play a Skald / Disciple of Metal.

Spellcasting: A 3rd level and every odd-numbered level in Disciple of Metal afterwards, that savage champion of steel, adds one to his Bard (or Skald) level for spell casting purposes, granting him more spells per day, spells known, and increasing his caster level with such spells.

Euphony (Su): At levels 1, 4, and 7, the Disciple selects one Euphony. Euphonies further enhance the empowering effects of bardic music and are magnificent for mortal ears to behold. Whenever the Disciple of Metal uses *Inspire Courage*, *Inspire Greatness* or *Inspire Heroics*, his otherwise inferior bardic music becomes Metal by taking on the aspect of a chosen Euphony. He can invoke a known Euphony at will as part of the same action used to create bardic music, and the effects end when the bardic music ends. Only one Euphony may be in effect at any given time (unless multiple Disciples are present, in which case the universe collapses under the sheer weight of the epic splendor to follow). These Euphonies have additional effects when used in conjunction with more potent performances, as listed.

Bulletproof: Those affected gain DR 5/magic against attacks from firearms. The far-reaching potency of Metal means that even worlds that have yet to invent gunpowder have heard of this euphony; it just doesn't do anything useful there.

Inspire Greatness: They also gain a +5 deflection bonus to Armor Class against firearms.

Inspire Heroics: As Inspire Greatness, and they also gain DR 5/- against firearms.

Fight Until We Die: Those affected gain the ability to fight until victory or death, doubling their morale bonus to Will saving throws against fear and acting as though they had the *Diehard* feat.

Inspire Greatness: They also gain a +2 bonus to their Constitution score.

Inspire Heroics: As Inspire Greatness, plus: death only comes to the affected ally when he reaches a negative HP value equal to twice his (new) Constitution score. Because this tenacity is brought about only by the power of Metal, a character who is into the negatives for their Constitution score or below when this Euphony ceases affecting them will immediately *die*.

Guardians of Fate: Those affected gain the protection of cosmic forces, resulting in a +1 luck bonus to Armor Class.

Inspire Greatness: They also gain a +1 luck bonus to saving throws.

Inspire Heroics: As Inspire Greatness, and they gain 1 temporary hero point, as per the *Heroic Fortune* spell; this effect can't trigger more than once per character per day, even if the Disciple ends his song and starts anew.

Heaven Can Wait: Those affected gain the ability to defy the grave, resulting in a +3 bonus to Will saving throws against channeled negative energy, Fortitude saving throws against Necromancy spells, and the supernatural abilities of the undead (such as energy drain).

Inspire Greatness: They also gain the benefits of *Death Ward*, making them immune to many such effects.

Inspire Heroics: As Inspire Greatness *and* their saving throw bonuses granted by this Euphony are +5 instead.

Into the Storm: Those affected gain a +10' enhancement bonus to their speed for all movement types, and a +4 bonus to initiative rolls. If an affected ally has already rolled initiative for the encounter, this bonus results in a new total for them which takes effect on the following round.

Inspire Greatness: The bonus to speed is tripled (+30' enhancement bonus).

Inspire Heroics: As Inspire Greatness, and their movement does not provoke attacks of opportunity; they can even move through the spaces of creatures larger than they are, provided that they do not end their turn in such spaces.

One Shot At Glory: Those affected gain a +4 morale bonus to attack rolls made to confirm critical hits, allowing them to reap bloodshed and fame on the battlefield. On a successful critical hit, their attack deals an additional 1d6 damage per critical multiplier (2d6 for a x2 multiplier, 3d6 for a x3 multiplier, etc).

Inspire Greatness: They also gain the ability to make a final strike if brought to the brink of oblivion. If an affected ally is dropped to 0 HP, they may make a melee attack against a foe they threaten as an immediate action.

Inspire Heroics: As Inspire Greatness, and they also gain the benefits of *Improved Critical* with any weapon they wield.

Refuse, Resist: Those affected become resistant to magical influences upon the mind, gaining a +3 bonus to saving throws against mind-affecting spells or abilities.

Inspire Greatness: When you start playing this Euphony, affected allies may also make an immediate saving throw against any such influences currently upon them.

Inspire Heroics: As Inspire Greatness *and* their saving throw bonuses granted by this Euphony are +5 instead.

Sacrament of Wilderness: Those affected resist binding ties and constricting chains, gaining a +3 bonus to saving throws and CMB checks against effects that impede movement, such as *web*, *paralysis* and *slow*. They also gain a +3 bonus to Combat Maneuver Defense against grappling attempts.

Inspire Greatness: The above bonuses are increased to +5.

Inspire Heroics: They move and act as though under the influence of a *Freedom with Movement* spell, effectively telling many such impediments to piss off.

Strength Beyond Strength: Those affected gain a +2 bonus to Combat Maneuver checks, Combat Maneuver Defense, Strength checks and Strength-based skill checks.

Inspire Greatness: They also gain a +2 morale bonus to their actual Strength score.

Inspire Heroics: As Inspire Greatness, except that they gain a +4 morale bonus to their Strength score instead of +2.

Tattered Flags and Bloody Banners: Those affected gain increased fervor as death approaches, granting them a +2 morale bonus to attack rolls, damage rolls and saving throws while reduced to half HP or less.

Inspire Greatness: A character whose hit points are 0 or less while this Euphony affects them gains 1 temporary hero point, as per the *Heroic Fortune* spell; this effect can't trigger more than once per character per day, even if the Disciple ends his song and starts anew.

Inspire Heroics: As Inspire Greatness, and they actually gain a +4 morale bonus to attack rolls, damage rolls and saving throws while reduced to half HP or less.

The Grand Conjuraton: Those affected gain a +2 profane bonus to Concentration checks and add 1 to the saving throw DCs of their spells.

Inspire Greatness: They also gain a +2 profane bonus to checks made to defeat spell resistance.

Inspire Heroics: As Inspire Greatness, and they receive +1 caster level, improving the potency of their spells and allowing them to further demolish the fabric of the cosmos.

Through the Fire and Flames: Those affected gain resistance 10 against a single energy type (specified upon activation between acid, cold, fire, electricity or sonic), allowing them to carry on. The Disciple grants 15 points of resistance at 10th level and 20 points at 20th level.

Inspire Greatness: They gain double the listed amounts of resistance, up to 40 points at 20th level.

Inspire Heroics: As Inspire Greatness, and the resistance applies against all available energy types instead of one. Yaaaaaaah!

Instruments of Destruction (Ex): At 2nd level, the Disciple's weapon... becomes his instrument! By making a sacrifice of 2500 gp to the Metal Gods and ritualistically headbanging for eight hours, he may turn any magical melee weapon into a masterwork instrument; it's still a goddamn weapon. An axe, for example, may double up as a guitar. As a result of his Metal training, he has no difficulty jamming out in the thick of battle whilst surrounded by ravenous foes (although the restrictions for what actions can be taken while maintaining bardic performance still apply). This instrument grants the Disciple (and only the Disciple) a competence bonus to Perform checks equal to 1/2 his Hit Dice, in addition to the +2 circumstance bonus for being masterwork. A Disciple can only have one such weapon glorified at a time.

Cacophony (Sp): At levels 2, 5, 8 and 10, the Disciple masters a Cacophony from the list below. Cacophonies wreak destructive havoc upon the battlefield and are generally unpleasant for non-Disciples to listen to. In order to successfully invoke the Metal Gods' power thusly, the Disciple must expend the specified number of daily rounds for bardic performance and make a successful Perform check; if he fails his check, he will have wasted his daily music and his enemies will mock him 'til death (their death, not his).

Most Cacophonies duplicate existing spells. As the Disciple grows in level, he usually gains the ability to invoke a wider array of spells through his Cacophonies. For example, Children of the Grave initially grants access to Animate Dead, but a 12 Hit Die Disciple may also use it for Create Undead, and so forth. When the Disciple has a choice of multiple spells to invoke in a Cacophony, he chooses which one to use each time he activates the ability and prior to rolling his Perform check. All spells duplicated through the use of a Cacophony have a save DC of 10 + the spell level + the Disciple's Charisma modifier, and use the Disciple's Hit Dice in place of caster level for *all purposes*. Some of the Cacophony options apply the effects of certain Metamagic feats - such as *Empower Spell* or *Widen Spell* - to the listed spells; the Disciple does not need to possess these feats.

1000 Eyes: The Disciple's foes find themselves in the pupil of a thousand eyes and all of their pathetic falsehoods are penetrated. This cacophony duplicates spells that reveal the unseen.

7th Level (DC 25 Performance check, 1 rd of bardic music): See Invisibility

9th Level (DC 30 Performance check, 1 rd of bardic music): Invisibility Purge

13th Level (DC 35 Performance check, 4 rds of bardic music): True Seeing

Acid Bath: The Disciple bathes his environs in seething acid.

7th Level (DC 30 Performance check, 2 rds of bardic music): Acid Pit

9th Level (DC 35 Performance check, 4 rds of bardic music): Acidic Spray

13th Level (DC 40 Performance check, 6 rds of bardic music): Caustic Eruption

Children of the Grave: The Disciple's music awakens the dead to do his bidding.

7th Level (DC 30 Performance check, 2 rds of bardic music): Animate Dead

11th Level (DC 35 Performance check, 3 rds of bardic music): Create Undead

15th Level (DC 40 Performance check, 5 rds of bardic music): Create Greater Undead

Creeping Death: The Disciple draws upon the music of the chosen one, summoning insects as per the spell below.

7th Level (DC 20 Performance check, 1 rds of bardic music): Summon Swarm

11th Level (DC 30 Performance check, 3 rds of bardic music): Insect Plague

13th Level (DC 35 Performance check, 5 rds of bardic music): Creeping Doom

Death in Fire: The Disciple summons a storm of lethal flames. Only death remains.

7th Level (DC 30 Performance check, 2 rds of bardic music): Volcanic Storm

11th Level (DC 35 Performance check, 3 rds of bardic music): Fire Snake

15th Level (DC 40 Performance check, 6 rds of bardic music): Fire Storm

Fatal Energy: The Disciple rends the life force of one who dares to oppose him.

7th Level (DC 30 Performance check, 3 rds of bardic music): Enervation

9th Level (DC 30 Performance check, 2 rds of bardic music): Slay Living

13th Level (DC 40 Performance check, 6 rds of bardic music): Finger of Death

Holy Thunderforce (DC 35 Performance check, 3 rds of bardic music): The Disciple imbues his instrument of destruction with holy thunderforce: on the weapon's next successful melee attack, it invokes a vertical column of thunderforce centered the target that functions as a *Flame Strike* spell except that half of the damage is electric (instead of fire), and the other half of it is divine awesomeness. The Disciple is immune to his own damage from this Cacophony, and the damage it deals is in addition to the regular effects of the attack. The imbue lasts for 1 minute per caster level or until discharged.

Master of Puppets: The Disciple twists the mind and pulls the strings of a single poor bastard, as per the potent enchantment below. There are two important differences between this cacophony and casting the spell. First, the duration is reduced to eighty-six rounds (8 minutes, 36 seconds). Second, once under the effect, victims suffer a -2 penalty on saving throws triggered by being commanded to act against their nature.

7th Level (DC 25 Performance check, 3 rds of bardic music): Dominate Person

15th Level (DC 40 Performance check, 6 rds of bardic music): Dominate Monster

Operation Ground & Pound: The Disciple forces the environs to rock with a galvanizing solo.

7th Level (DC 25 Performance check, 1 rd of bardic music): *Maximized* Raging Rubble

11th Level (DC 35 Performance check, 3 rds of bardic music): Animate Objects

15th Level (DC 40 Performance check, 6 rds of bardic music): Earthquake

Primordial Breath: Drawing from the magic of forces ancient and terrifying, the Disciple emulates one of the spells below to produce a battle-changing mist of the ages.

7th Level (DC 25 Performance check, 2 rds of bardic music): Stinking Cloud

9th Level (DC 30 Performance check, 3 rds of bardic music): Cloudkill

15th Level (DC 40 Performance check, 5 rds of bardic music): Incendiary Cloud

Prince of Darkness: The Disciple summons forth darkness that is more deadly than man.

7th Level (DC 30 Performance check, 1 rd of bardic music): Deeper Darkness

9th Level (DC 35 Performance check, 3 rds of bardic music): Black Tentacles

13th Level (DC 40 Performance check, 5 rds of bardic music): Hungry Darkness

Rage of the Winter: The Disciple channels winter's vengeance.

7th Level (DC 30 Performance check, 2 rds of bardic music): Ice Storm

11th Level (DC 35 Performance check, 4 rds of bardic music): *Maximized* Ice Spears

15th Level (DC 40 Performance check, 6 rds of bardic music): *Empowered* Cone of Cold

Ride the Lightning: Death is in the air when the Disciple invokes this Cacophony, electrocuting foes with a spell below.

7th Level (DC 30 Performance check, 2 rds of bardic music): Lightning Bolt

11th Level (DC 35 Performance check, 3 rds of bardic music): Chain Lightning

15th Level (DC 40 Performance check, 6 rds of bardic music): Storm Bolts

Sea of Madness: The Disciple conjures a bewildering song that ravages the mind.

7th Level (DC 25 Performance check, 1 rd of bardic music): Confusion

13th Level (DC 35 Performance check, 3 rds of bardic music): Insanity

15th Level (DC 40 Performance check, 5 rds of bardic music): *Widened* Song of Discord

Shout at the Devil: The Disciple casts out unnatural and unwanted powers.

7th Level (DC 25 Performance check, 2 rds of bardic music): Dismissal

11th Level (DC 35 Performance check, 3 rds of bardic music): Undeath to Death

15th Level (DC 35 Performance check, 3 rds of bardic music): Banishment (*Heightened* to 8th level)

Some Kind of Monster (DC 25 Performance check, 3 rds of bardic music): The sheer brutality of the Disciple of Metal's playing becomes so monstrous that he attracts the attention of extraplanar entities bent on total destruction. This cacophony invokes Summon Monster of the highest level that a Sorcerer of the Disciple's caster level could cast, e.g Summon Monster VII for a 14th level Disciple. The Disciple of Metal can only summon "monsters" of non-good alignment; once summoned, such creatures proceed to attack anything in sight that's nearby or possibly perceived as threatening. They will not attack Disciples of Metal, but he cannot control them and they will probably devour the Disciple's allies at some point.

Superbeast (DC 35 Performance check, 3 rds of bardic music): Truly the one who the enemy wants, the Disciple transforms as per the aptly named *Transformation* spell. While changed into the Superbeast, the Disciple retains his ability to activate bardic class abilities, Euphonies and Cacophonies even though he can no longer cast spells. To even select this song, the Disciple of Metal must first prove himself to the Metal Gods by possessing seven levels in this class.

Symphony of Destruction: The Disciple renders destruction through the force of punishing sound.

7th Level (DC 25 Performance check, 1 rd of bardic music): *Enlarged Shatter* (*Heightened* to 4th level)

13th Level (DC 30 Performance check, 2 rds of bardic music): Sympathetic Vibration

15th Level (DC 35 Performance check, 4 rds of bardic music): Greater Shout

17th Level (DC 35 Performance check, 5 rds of bardic music): Pied Piping

Disciple: At levels 3, 6, and 9, the Disciple grows closer to becoming the epitome of all things Metal. He chooses an aspect of Metal from the list below:

Angel of Death (Su): The Disciple is a monarch to the kingdom of the dead, wielding true necromancy in the name of Metal. When using a Cacophony to invoke *Animate Dead*, the Disciple is considered to be four levels higher when determining the number of Hit Dice he animates. By making a Perform check (DC 25), the Disciple can invoke *Command Undead* as a spell-like ability; there is no limit to how often he may do this. The Disciple must possess the *Children of the Grave* Cacophony before he may select this ability.

Deathbringer from the Sky (Ex): The Disciple becomes no mere man. Monstrous and wicked is he, such that he gains a +5 circumstance bonus to Intimidate checks but suffers a -5 circumstance penalty to Diplomacy checks. He gains a climb speed of 30' and a +10 competence bonus to Jump checks. At 10 Hit Dice, the Disciple gains a Fly speed equal to his base speed. These changes cannot be reversed by any means short of mutilating the Disciple and remaking his form anew.

Defender of the Faith (Su): The Disciple becomes a champion crusader... of Metal. He gains a +2 sacred bonus to attack rolls against the enemies of Metal, and his attacks deal an additional 2d6 damage against them. At 12 Hit Dice, this bonus to attack damage increases to 4d6.

(If your DM isn't up to the nebulous task of determining what constitutes an enemy of Metal, have the bonuses apply to non-Metal Clerics and Bards, Lawful-aligned entities, and creatures of the *Fey* subtype.)

Fight Fire With Fire (Su): The Disciple brings punishing retaliation to those who would set him ablaze. Whenever the Disciple of Metal suffers energy damage, he may spend an immediate action and expend one round of bardic performance. If he does, the next spell or ability he uses before the end of his next round and with the same energy descriptor gains a profane bonus to

damage against his attacker equal to twice his levels in Disciple of Metal. If the Disciple of Metal lost half or more of his total hit points against the energy attack he's retaliating against, this bonus is doubled. Area-of-effect spells and abilities add the damage to all targets as long as the original attacker is in the target area.

Alternatively, the Disciple of Metal may apply the profane damage bonus to the next melee attack he makes with his instrument of destruction against the original attacker before the end of his next turn. In order to use this ability, the Disciple must be aware of the attack upon him, be able to identify his attacker, and be wielding his instrument of destruction.

Iron Man (Su): The Disciple's own body becomes like Metal. Ordinary weapons glance off of him as though they were manufactured by Mattel. He gains DR/magic equal to 5 per Disciple ability he possesses, and a +1 natural bonus to AC per 3 Hit Die (max +5).

Louder than Hell (Su): By means of sundering the veil between worlds and turning it up to eleven, the Disciple of Metal makes his spells roar louder than the incessant screams of tortured, tormented souls. He treats his Hit Dice and caster level as 3 higher for the purpose of determining the range of Bard spells and Cacophonies. Whenever he deals energy damage with a Bard spell or Cacophony, he may choose to have half of the damage dealt be considered sheer divine power (and is not subject to energy resistance); if the spell or Cacophony already does this (such as with Holy Thunderforce), he may convert the full amount of damage into divine power.

Radical Resistance (Ex): And so let it be written that the Disciple of Metal was a fearless, indomitable songster of gratuitous violence and mayhem. Twice per day, the Disciple of Metal may reroll a failed saving throw against any mind-affecting effect. Furthermore, he adds his Charisma modifier to Will saves instead of his Wisdom modifier.

The Triumph of Steel (Ex): The Disciple spurns the insufferable titles of 'hybrid' and 'support' and hones his martial prowess to adamantium heights. When fighting with his instrument of destruction, he gains a +1 bonus to attack rolls and a +2 bonus to damage rolls. Furthermore, he qualifies for feats that require a minimum number of Fighter levels as though he himself had Fighter levels equal to 1 + his levels in the Disciple of Metal class (so a 3rd level Disciple of Metal could qualify for Weapon Specialization). If the Disciple has actual levels in Fighter, that blasphemer, then these levels stack.

Warriors of the World (Ex): The Disciple's personal magnetism reaches so far and wide that he gains the Leadership feat. If he obtains Leadership without the benefit of this class feature, he attracts a great many more warriors by adding his Disciple of Metal class level to his Leadership score for the sole purpose of determining followers gained. If your GM doesn't use Leadership in their campaign, throw this paragraph into a fire.

Way of the Fist (Ex): The Disciple's instrument is his own body. He gains the Monk's Unarmed Strike ability, including its scaling increase to unarmed damage. His unarmed damage is based

off of his Hit Dice (instead of his levels in Monk). He counts an unarmed strike as his instrument of destruction for the purpose of Disciple abilities, feats and Cacophonies. His unarmed strikes are Metal manifest, and count as magic for the purpose of overcoming damage reduction. Since a Disciple may only have one instrument of destruction at a time, he who studies the Way of the Fist forfeits the ability to invest manufactured weapons with such glorious power. Finally, he gains a competence bonus to Perform checks equal to 1/2 his Hit Dice. (Ask your GM about obtaining masterwork heavy metal war paint in order to receive a circumstance bonus to Perform checks.)

Brutal Legend (Ex): At 11th level, the Disciple has reached the apex of his crusade. He becomes immune to sonic damage, and gains his choice of one ultimate ability below. Go forth and die.

Caught in a Mosh: Nothing distracts the Disciple from his music. He may take 10 on Perform checks even when caught in the thick of a raging battle atop an erupting volcano while his limbs are torn upon by a hundred world-devouring serpents, or while he is otherwise under duress.

Ram it Down: The Disciple masters the art of ramming “it” down. His bardic performances, Euphonies and Cacophonies influence even those normally immune to mind-affecting abilities. This allows him to, for example, impart morale bonuses from such abilities to his allies. If any such effects would allow a saving throw, an enemy who is immune to mind-affecting abilities gains a +5 bonus to their Will save.

The Art of Ruin: The Disciple invests his chosen weapon with the power to ruin anything. His instrument of destruction ignores 10 points of hardness with its attacks, and always counts as “Ruin” for the purpose of overcoming damage reduction. (To be clear, “Ruin” encompasses all alignments and materials, and overcomes everything but DR/- and DR/Epic.)

Disciple Feats - More Ways to Mosh

The following feats are available for Disciples of Metal.

Beautiful Death

Prerequisites: One or more Disciple abilities

Benefit: When you are killed in battle, you may immediately gain a hero point and continue acting for a number of rounds equal to your 1 + Constitution modifier. During this time you are *staggered* and immune to HP damage and effects that would kill you. At the end of the duration, you *die*, and neither mortal magic or the expenditure of hero points can prevent this from happening.

Extra Cacophony

Prerequisites: One or more Cacophonies

Benefit: You gain an additional Cacophony, but you must pay for this power by discarding more of your inferior Bardic magic. Treat your Bard level as 1 less for the purpose of spell casting; this causes you to lose spells and spell slots.

Extra Euphony

Prerequisites: One or more Euphonies

Benefit: You gain an additional Euphony, but you must pay for this power by discarding more of your inferior Bardic magic. Treat your Bard level as 1 less for the purpose of spell casting; this causes you to lose spells and spell slots.

Holy Diver

Prerequisites: One or more Euphonies

Benefit: Your mastery of stage theatrics and crowd-diving enables you to use both of the following maneuvers.

Powerslide: Whenever you would roll an Acrobatics check to move through threatened squares, you may expend one round of bardic performance to execute a Powerslide. If you do, you drop to the floor and are considered kneeling until you stand up again, and you roll a Perform (Metal) check instead of an Acrobatics check. Enemies whose threatened squares you pass through suffer 1d6 points of electricity damage per 2 ranks you have in Perform (Metal); a successful Reflex save (DC 10 + $\frac{1}{2}$ your Hit Dice + your Charisma modifier) halves this damage.

Stage Dive: Whenever you would roll an Acrobatics check to make a jump or soften a fall, you may expend one round of bardic performance to execute a Stage Dive. If you do, you roll a Perform (Metal) check instead of an Acrobatics check, and you automatically land on your feet as long as falling damage does not knock you unconscious. Creatures (hostile or otherwise) near where you land suffer 1d6 points of sonic damage per 10' that you fell (maximum 20d6); the area-of-effect is a radius of 10' for every 40' that you fell (minimum 10', maximum 50'). A successful Fortitude save (DC 10 + $\frac{1}{2}$ your Hit Dice + your Charisma modifier) halves the sonic damage.

Legendary Tales

Prerequisites: Two or more Disciple abilities, Lore Master class feature

Benefit: Your bardic knowledge improves so that you gain a +2 bonus to all Knowledge checks. You may use Lore Master one additional time per day.

Reign in Blood

Prerequisites: One or more Disciple abilities

Benefit: As an immediate action, you may expend three rounds of bardic performance to empower yourself with *Deadly Juggernaut* as the spell, except that foes must also have blood in order to be considered qualifying opponents. If you choose to use this feat immediately after slaying a qualifying opponent, they count toward the bonuses you gain from *Deadly Juggernaut*.

Shred Focus

Prerequisites: One or more Cacophonies

Benefit: You gain a +2 bonus to Perform checks made to invoke Cacophonies. Add +1 to the DC for all saving throws against your Cacophonies.

Shred Focus, Greater

Prerequisites: Two or more Cacophonies

Benefit: When invoking spells from Cacophonies, you gain a +2 bonus to caster level checks made to defeat spell resistance. Add +1 to the DC for all saving throws against your Cacophonies; this stacks with Shred Focus.

Smite and Ignite

Prerequisites: One or more Disciple abilities

Benefit: After making a successful melee attack with your instrument of destruction, you may spend a swift action and two rounds of bardic performance to bathe your foe in the fires of Metal. Your immolated foe suffers 2d6 fire damage each round for 3 rounds. This damage ignores 5 points of fire resistance for each Disciple ability you possess. The supernatural flame is more difficult to put out than an ordinary fire, and can only be prematurely extinguished by the victim jumping into water to douse themselves, or by being dispelled as if it was a 3rd level spell (treat your caster level as equal to your Hit Dice for this purpose). This feat doesn't stack with itself; if you trigger it against a foe who you've already ignited, it merely resets the duration back to 3 rounds.

Straight through the Heart

Prerequisites: One or more Disciple abilities

Benefit: Whenever you score a critical hit with your instrument of destruction, you may expend two rounds of bardic performance to increase the weapon's critical threat multiplier by one step (x2 becomes x3, etc).

The Culling

Prerequisites: One or more Disciple abilities

Benefit: As a standard action, you may expend one round of bardic performance and command your instrument of destruction to fly forth from your hand and rip into all foes within a line 5' wide and 60' long. Each foe in the affected area takes damage equal to the weapon's base die + its enhancement bonus + 1 and ½ times your Strength modifier + any other bonuses you have from feats, spells and class abilities affecting melee attacks with your instrument. A successful Reflex save (DC 15 + your Strength modifier) allows a foe to dodge the whirling weapon, avoiding all damage. The weapon then returns to your hand. The damage type is the same as normally dealt by your weapon (slashing, piercing, etc), and additional damage dice and effects from other magical enhancements such as Bane, Flaming or Wounding, also apply to foes struck in your line of death. This feat isn't compatible with the *Way of the Fist* Disciple ability, unless your DM chooses to allow you to detach your limb or something similarly spectacular and messy.

Triple Corpse Hammerblow

Prerequisites: Two or more Disciple abilities

Benefit: As a full-attack action, you can expend two rounds of your bardic performance to make a single melee attack using your instrument of destruction against all foes in reach, as per *Whirlwind Attack*.

Designing your own Cacophonies

When it comes to incorporating the vast kingdoms of Metal into this wicked profession, the possibilities are limitless and the process is fairly simple. To implement your own Cacophony, begin by choosing a spell, preferably one from a source/book/listing that your DM won't hate you for.

Based on the spell level, you can determine its Perform check and how many rounds of bardic performance must be expended to use it in a Cacophony.

Spell	Level	Perform Check DC	Rounds of Performance Used
1st-2nd level		DC 25	1 rd
3rd-4th level		DC 30	1-2 rds
5th-6th level		DC 35	3-4 rds
7th-8th level		DC 40	5-6 rds

9th	level	DC	50	6-10 rds... <i>Not recommended.</i>
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Now ask yourself the following questions:

Question One: Is the spell normally accessible by pansy Bards of inferior might and savagery?

Answer One: Yes, even mewling dandies can find a way to conjure the essence of the aforementioned spell. I don't even need to be Metal to cast it normally!

Then either add an effect to the spell to make it worthwhile (like Darkness and Frost), or subtract 5-10 from the Perform check DC and 1-2 from the performance rounds used.

Answer Two: No, the spell is normally on the listing for wizards, clerics, and other classes breaking the game since 1974.

That's what we like to hear. Keep the DC and performance uses the same, unless the spell only comes up once in a blood-dripping moon. If the spell is on the list for multiple classes, use the highest one.

Answer Three: No, the spell is exclusively on the list for paladins, inquisitors, rangers, or other wanna-be magicians.

If it is also a Sorc/Wiz, Druid or Cleric spell, see Answer Two. Otherwise, piss off.

Question Two: Are you choosing this spell mostly because you have a cool idea for a Metal song that can be translated into tabletop fistings and asskickings?

Answer One: Yes, pure creative awesomeness inspires my reign of mayhem and/or I absolutely must have my favorite Metal songs embodied in the halls of murderation.

Proceed to Finishing Touches.

Answer Two: No, I just want to pull some crazy powergaming shenanigans by throwing around Contingencies or utilizing combos that go against the spirit of the class.

You have angered the Metal gods with your sorry attempts at ascension. Punch yourself in the crotch and go listen to 9 straight hours of the heaviest Metal you can find as recompense for your transgression.

...

In all seriousness, the above numbers should be treated as mere guidelines, because not all spells are created equal. Even the actual Cacophonies listed above don't follow them as hard rules. Generally, a spell that is particularly good or sought-after for its level will use the larger value for how much bardic performance it expends, and the indicated DC. A spell with strength that is particularly circumstantial (such as Banishment) should be easier to invoke and/or consume less music for doing so.

Finishing Touches

One important design keystone behind all Cacophonies is that they should remain useful for all levels of the prestige class, if not longer than that. So, unless the spell happens to be completely awesome on its own and relevant at all levels of gameplay, you probably want to find 1-2 additional spells of similar theme for the Cacophony to use. Each spell should require a minimum character level equal to the level that a Sorcerer would need to be to cast an arcane spell of that level. For example, a 5th level spell should require the Disciple to be 10th level or higher in order to invoke it. You may decide to add an exception or complication to this, as some existing Cacophonies do. Don't be a poser; make the rules work for you. Level, level, level....

(Optional) Epic / Legendary Disciple of Metal

Should a GM possess the proper degree of masochism necessary for running a campaign beyond 20th level, the Disciple of Metal shall have access to the progression below.

This section is usually only relevant if you're playing D&D 3.5, where Epic Levels are actually a thing, or using some Pathfinder variant rule that expands the progression. Your campaign's murder-mileage may vary....

Level Special Ability

12	Apocalyphony
13	Heaven and Hell
14	Bonus Feat
15	The Metal
16	Apocalyphony
17	Bonus Feat
18	Apocalyphony
19	Indestructible
20	Apocalyphony

Apocalyphony: At levels 12, 16 and 20, the Disciple selects an Apocalyphony. Aside from being a mouthful, Apocalyphonies represent the musical potential to level landscapes and waste worlds. Activating an Apocalyphony requires a sufficiently epic invocation of Metal represented by making a divinely-high Perform result. Each Apocalyphony can only be used once per day.

Awaken, Awaken! (DC 65): The Disciple summons a world-rending terror to take the land that must be taken. This functions as *Gate*. In order to select this campaign-breaking monstrosity, the Disciple must first possess at least one other Apocalyphony.

Ghost of Perdition (DC 55): The Disciple summons a creature's phantasmal duplicate, emulating a *Simulacrum* spell.

Gods of Wrath (DC 50): The Disciple directs the flow of Metal gods' hatred, emulating a *Storm of Vengeance* spell.

Inhuman Rampage (DC 55): The Disciple gains the benefits of a *Divine Power* spell. Furthermore, immediately upon completing this invocation of fury, the Disciple may make a melee attack against all enemies within reach as a swift action.

Progenies of the Great Apocalypse (DC 60): The Disciple brings obscene catastrophe before him, emulating a *Meteor Swarm* spell with one exception: half of the spell's fire damage is divine power and therefore not subject to being reduced by fire resistance.

Punishment Divine (DC 55): Upon obtaining this Apocalyphony, the Disciple chooses one of the following spells: *dictum*, *holy word*, *word of chaos*, or *blasphemy*. Whenever the Disciple plays this song, he brings into manifest the unnameable decibel of destruction that is that spell. The Disciple may not choose a spell of conflicting alignment (an evil Disciple cannot select holy word, etc).

Heaven and Hell (Su): The Disciple ceases to be bound by this mortal realm, and gains the ability to cross between worlds as per a *Plane Shift* spell, at will.

Bonus Feat: Having already plundered the deepest dungeons and made a bloodied, smoldering mosh pit out of the planes, the Disciple finds the time to hone his personal skills and hobbies; he gains a bonus feat at levels 14 and 17.

The Metal: The Disciple ascends, becoming more Metal than Metal. He gains each of the following from the original 11-level class progression: one chosen Disciple ability, one chosen Euphony, and one chosen Cacophony. Alternatively, the Disciple of Metal may simply choose one additional Brutal Legend ability instead of any other benefits.

Indestructible (Ex): The Disciple gains DR 5/-, and 30 points of resistance to all energy types, further solidifying his place as a master of war. If the Disciple also possesses the *Iron Man* ability, his DR/magic becomes DR/epic and his scaling natural armor bonus is no longer limited to a maximum of +5.

Credits

The following artists have titles or lyrics featured with this add-on.

Note that this list is pretty small compared to the list of artists featured in the Book of Metal.

Acid Bath (Acid Bath)
Amon Amarth (Death in Fire, Tattered Flags & Bloodied Banners)
Anthrax (Caught in a Mosh)
Black Sabbath (Children of the Grave, Heaven & Hell, Iron Man)
Blind Guardian (Into the Storm, Punishment Divine)
Cannibal Corpse (Chambers of Blood)
Children of Bodom (Triple Corpse Hammerblow)
Death (1000 Eyes, Crystal Mountain, Zombie Ritual)
Dimmu Borgir (Progenies of the Great Apocalypse)
Dio (Holy Diver, Straight through the Heart)
Disturbed (Indestructible)
Dragonforce (Inhuman Rampage, Operation Ground & Pound, Through the Fire & Flames)
Eluveitie (Primordial Breath)
Ensiferum (Deathbringer from the Sky, Guardians of Fate)
Five Finger Death Punch (Bulletproof, Way of the Fist)
Iced Earth (The Culling)
Iron Maiden (Heaven Can Wait, Sea of Madness)
Judas Priest (Defenders of the Faith, One Shot at Glory, Ram it Down)
Kreator (Fatal Energy, Radical Resistance)
Lamb of God (The Art of Ruin)
Manowar (Fight Until We Die, Louder than Hell, The Gods Made Heavy Metal, The Triumph of Steel, Warriors of the World)
Megadeth (Prince of Darkness, Symphony of Destruction)
Metal Church (Bulletproof, Gods of Wrath)
Metallica (Creeping Death, Fight Fire With Fire, Master of Puppets, Ride the Lightning, Some Kind of Monster)
Metalocalypse / Dethklok (Awaken, Awaken!)
Motley Crue (Shout at the Devil)
Motorhead (Ace of Spades)
Nightwish (Sacrament of Wilderness)
NRG (Instruments of Destruction)
Opeth (Ghost of Perdition, The Grand Conjunction)
Pantera (Metal Magic, Strength Beyond Strength)
Riot Games / Pentakill (Mace of Spades*, Smite & Ignite)
Rhapsody of Fire (Legendary Tales, Rage of the Winter, Holy Thunderforce)
Rob Zombie (Superbeast)
Sepultura (Refuse, Resist)
Slayer (Angel of Death, Disciple, Reign in Blood)
Tenacious D (The Metal)
Wintersun (Beautiful Death)

