

# Bard

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# Bard spell list

## Cantrips

- Blade Ward
- Dancing Lights
- Friends
- Gust Barrier
- Light
- Mage Hand
- Mending
- Message
- Minor Illusion
- Prestidigitation
- True Strike
- Vicious Mockery

## 1st level

- Animal Friendship
- Bane
- Charm Person
- Comprehend Languages
- Cure Wounds
- Detect Magic
- Disguise Self
- Dissonant Whispers
- Faerie Fire
- Feather Fall
- Healing Word
- Heroism
- Identify
- Illusory Script

- Longstrider
- Silent Image
- Sleep
- Speak with Animals
- Tasha's Hideous Laughter
- Thunderwave
- Unseen Servant

## **2nd level**

- Animal Messenger
- Blindness/Deafness
- Calm Emotions
- Cloud of Daggers
- Crown of Madness
- Detect Thoughts
- Enhance Ability
- Enthrall
- Heat Metal
- Hold Person
- Invisibility
- Knock
- Lesser Restoration
- Locate Animals or Plants
- Locate Object
- Magic Mouth
- Phantasmal Force
- See Invisibility
- Shatter
- Silence
- Suggestion
- Zone of Truth

## **3rd level**

- Bestow Curse
- Clairvoyance
- Dispel Magic
- Fear
- Feign Death
- Glyph of Warding
- Hypnotic Pattern
- Leomund's Tiny Hut
- Major Image
- Nondetection
- Plant Growth
- Sending
- Speak with Dead
- Speak with Plants
- Stinking Cloud
- Tongues

#### **4th level**

- Compulsion
- Confusion
- Dimension Door
- Freedom of Movement
- Greater Invisibility
- Hallucinatory Terrain
- Locate Creature
- Polymorph

#### **5th level**

- Animate Objects
- Awaken
- Dominate Person
- Dream
- Geas

- Greater Restoration
- Hold Monster
- Legend Lore
- Mass Cure Wounds
- Mislead
- Modify Memory
- Planar Binding
- Raise Dead
- Scrying
- Seeming
- Teleportation Circle

### **6th level**

- Eyebite
- Find the Path
- Guards and Wards
- Mass Suggestion
- Otto's Irresistible Dance
- Programmed Illusion
- True Seeing

### **7th level**

- Etherealness
- Forcecage
- Mirage Arcane
- Mordenkainen's
- Magnificent Mansion
- Mordenkainen's Sword
- Project Image
- Regenerate
- Resurrection
- Symbol
- Teleport

## **8th level**

- Dominate Monster
- Feeblemind
- Glibness
- Mind Blank
- Power Word Stun

## **9th level**

- Foresight
- Power Word Heal
- Power Word Kill
- True Polymorph

# College of adventurers

Bards from the College of Adventurers learn from heroes of old and stories of legend. Bards are jacks of all trades, and for the College of Adventurers this statement rings ever true. They combine all the useful skills of their companions into one, allowing them to be versatile and supportive.

While not having a direct goal, many adventurer-studying bards live to tell tales of other heroes or seek to create their own. Stories of heroic deeds, tales of cunning, magical anomalies, or godly might fuel the life-blood of these bards.

## Talented Adventurer

Starting when you choose this bardic college at 3rd level, gain an adventurer's [talent](#) of your choice. Your adventurer's talent options are detailed at the end of this bardic college description. You gain an additional adventurer's talent of your choice at 6th level and again at 14th level.

## Party Planner

Also at 3rd level, while a creature has one of your Bardic Inspiration dice, it can use a bonus action on each of its turns to take the Help action.

## Well-Rounded

At 6th level, choose one skill, tool, and language. You gain proficiency in the chosen skill and with the chosen tool, and you can speak, read, and write the chosen language.

## Improvisational Talent

Starting at 14th level, when you finish a long rest, you can choose one adventurer's talent you know and replace it with one you don't.

### **Adventurer's Talents**

The following adventurer's talents are listed in alphabetical order.

**Barbarian.** You've learned to fight with primal ferocity. On your turn, you can enter a rampage as a bonus action. While rampaging and not wearing heavy armor, you have resistance to

bludgeoning, piercing, and slashing damage. You can't concentrate on spells while rampaging. Your rampage lasts for 1 minute but ends early if you are knocked unconscious. Once you have rampaged, you can't do so again until you finish a long rest.

**Cleric.** You've gained the ability to channel divine energy directly from the gods, emboldening your allies and sanctifying their attacks. As a bonus action, you choose a creature within 30 feet. The chosen creature gains temporary hit points equal to your Charisma modifier + half your level in this class for 10 minutes. While a creature has temporary hit points granted by this spell, they can choose to lose these temporary hit points when they hit a creature with an attack, dealing additional radiant damage equal to the temporary hit points they lost. Once you use this talent, you must finish a short or long rest before you can use it again.

**Druid.** You can cast the polymorph spell without expending a spell slot. If you cast the polymorph spell with this trait, you can only transform yourself into a beast with a CR less than half your level in this class. Once you cast the spell with this trait, you must finish a long rest before you can do so again.

**Fighter.** You gain proficiency with martial weapons and shields. You also choose and learn one of the Fighting Styles available to the Fighter class.

**Monk.** While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier. In addition, you can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and you can roll a d6 in place of the normal damage of your unarmed strike. When you use the Attack action and only make attacks with unarmed strikes on your turn, you can make one unarmed strike as a bonus action.

**Paladin.** When you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 1d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6. The damage increases by 1d6 if the target is an undead or a fiend, to a maximum of 6d6. You can do this a number of times equal to your proficiency bonus, and you regain all uses of this feature at the end of a long rest.

**Ranger.** You've learned the hunter's mark spell, which counts as a bard spell for you but does not count against your bard spells known. You can cast this spell without expending a spell slot as if you had expended your highest spell slot. Once you cast the spell using this talent, you can't do so again until you finish a long rest.

**Rogue.** You've adopted the quick thinking of clever heroes that outsmart their foes. You can take a bonus action on each of your turns in combat to take the Dash, Disengage, or Hide action.

**Sorcerer.** You have 2 sorcery points and learn one of the following Metamagic options available to

the sorcerer class: Careful Spell, Distant Spell, Empowered Spell, Extended Spell, Quickened Spell, or Subtle Spell. In addition, you can use an action and expend a spell slot to gain sorcery points equal to the level of the spell slot expended. When you finish a long rest, you reset to 2 sorcery points. When you gain a level in this class, you can replace the Metamagic option you know and replace it with another Metamagic option from the list.

**Warlock.** You learn one eldritch invocation of your choice. If an eldritch invocation has a level requirement, you use half your level in this class to determine your eligibility. When you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

**Wizard.** You learn any two spells from the wizard spell list that are of a level you can cast. These count as bard spells for you but do not count against your number of bard spells known. When you gain a level in this class, you can choose one of the wizard spells you know and replace it with another spell from the wizard spell list of a level you can cast.

# College of Bloodsinging

Bards of the College of Bloodsinging create macabre pieces of art that can slow down or speed up the flow of blood in others' veins. Known as Bloodsingers, these bards perform the art of necromantic magic and mimic the necrotic melodies of blood flowing through the veins. They are also capable of using weapons to shed blood.

## Trained Bloodsinger

When you join the College of Bloodsinging at 3rd level, you either gain proficiency with one medium armor of your choice and one martial weapon of your choice that deals piercing or slashing damage, or learn two necromancy cantrips of your choice from any spell list. These cantrips count as bard cantrips for you.

## Bloodsinging

At 3rd level, your performance can invoke the power within others' blood. If a creature has a Bardic Inspiration die from you and makes a successful spell or weapon attack, the creature can roll one of its own Hit Dice, spending it, and add the result to the damage of the attack. This Hit Die counts against the maximum number of Hit Dice that the creature can spend before finishing a long rest or recovering spent Hit Dice in any other way.

## Blood Macabre

Starting at 6th level, you can perform the art of life and death. As a bonus action, you can start playing a melody or performing another form of art that is specific to Bloodsingers. When you start to perform, you choose one ally and one other creature, both of whom are able to hear or see you, and both of whom are within 60 feet of you. Until the end of their next turn, the chosen ally has a +1 bonus to attack rolls, has advantage on death saving throws, and the chosen creature takes necrotic damage equal to your Bardic Inspiration die if it takes an action, a bonus action, or a reaction. The target can take this damage only once per turn.

Once you start performing the Blood Macabre, you can keep performing by spending your bonus action on consecutive turns, for up to 1 minute. This requires concentration as if concentrating on a spell. Also, you can choose different targets at the start of each of your turns.

You can use this feature a number of times equal to your Charisma modifier (minimum of once).

You regain all expended uses when you finish a long rest.

## Master Bloodsinger

Starting at 14th level, you perfect the art of bloodsinging. Either you choose a type of weapon that you are proficient with and have advantage on attack rolls made with it, or you learn one 1st level necromancy spell of your choice from any spell list. This spell counts as a bard spell, and you can cast it at its base level without expending a spell slot.

# College of entropy

Bards of the College of Entropy are itinerate gamblers and daring thrill seekers whose actions are supremely unpredictable. Rather than relying on ancient lore or skill with arms, these bards throw themselves into new challenges just to see what happens, trusting in luck to see them through. They're called luck stealers (with a mixture of derision and respect), because no matter how bad things get for everyone around them, these bards always seem to come out unscathed.

## BONUS PROFICIENCIES

When you join the College of Entropy at 3rd level, you gain proficiency with Acrobatics, Athletics, and a gaming set of your choice.

## LUCK STEALER

Also at 3rd level, you learn to borrow a little bit of other people's luck for yourself. When a creature that you can see within 60 feet of you makes an attack roll, ability check, or saving throw with advantage, you can use your reaction to expend one of your uses of Bardic Inspiration to grant that creature a penalty to the check equal to the number rolled on your Bardic Inspiration die. You gain Inspiration that is usable only on yourself and lasts for a number of rounds equal to the number rolled on the Bardic Inspiration die.

If you do not expend the Inspiration before that time, it is lost. Stealing luck, regardless of whether you use the Inspiration, causes a chaos magic surge.

## INFUSION OF FORTUNE

At 6th level, when you cast a chaos spell, you cause a chaos magic surge and regain one use of your Bardic Inspiration. You regain the use of infusion of fortune after a short or long rest.

## BELIEF IS A TOOL

Everything desires to be something else. Starting at 14th level, as an action, the luck stealer can change one known spell to another spell of the same or lower level on the bard spell list. At the end of the bard's next turn, his or her list of known spells returns to normal. Using this ability causes a chaos magic surge (see Chapter 4: Arcane Characters - Midgard heroes?).



# College of fame

Bards of the College of Fame are in the public's eye by day, while working for an agency or organization by night. These bards might simply be famous because who they are, or they may have earned their status because what they've done.

## Bonus Proficiencies

When you join the College of Fame at 3rd level, you gain proficiency with the Deception, Performance and Persuasion skills.

## Winning Smile

Also at 3rd level, while you are not wearing any armor, your AC equals to 10 + your Dexterity modifier + your Charisma modifier. Additionally, choose one skill from Deception, Performance or Persuasion. You add twice your proficiency bonus to any check you make with that skill. You learn the enthrall and suggestion spells.

## Compelling Performance

At 6th level, as a bonus action, you can expend one use of Bardic Inspiration. If you do so, for the next minute you can cast the command spell at 1st level as a bonus action on each of your turns without using a spell slot a number of times equal to your Charisma modifier. Additionally, whenever any of your charm spells ends while using this feature, the creature or creatures affected don't realize they were charmed by you unless you want to.

## Utterly Convincing

Starting at 14th level, when you make a Charisma-based ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add twice the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail. Additionally, when a creature use one of your Bardic Inspiration dices to improve some Charisma-based ability check, it also adds twice the number rolled to its ability check.

# College of gunpriest

Gun priests are a devoted, militant lot whose understanding of the firearm is seconded only to their mastery of both arcane and divine magic. They study with great commitment, hoping to master these talents to create the ultimate weapon. While most gun priests are ceramian or ropaeo, the occasional soburi also takes up this calling. Militant and studious warriors frequently found defending technology, these adventurers often travel with other technology-loving heretics or even scientists, frequently acting as long-range artillery or snipers. Some gun priests choose a lonelier path, joining mercenary companies where they can apply their magical and martial talents in the heat of battle.

## Holy Gunsmith

When you reach 3rd level, you gain proficiency with firearms (both as weapons and as tool kits) and finish building your first gun: either a matchlock pistol or a matchlock rifle. You no longer choose spells from the bard spell list. Any spells you learn at or after 3rd level are chosen from the cleric spell list instead.

## Vested Gun

At 6th level, you choose one firearm to become your vested gun, focusing your magical energies upon it. Upon choosing your vested gun you undergo a religious ceremony that binds you to it. Anyone else that tries to use your vested gun suffers disadvantage and cannot gain their proficiency bonus. You ignore the loading property on your vested weapon and can fire it twice with one Attack action. You treat your vested gun with the same reverence you would a holy book or symbol, and you are able to use it as both an arcane or divine focus when casting spells. Accordingly, you never willingly part with your vested gun—you may not sell it, lend it to others, or otherwise abandon it. If for any reason your vested gun is taken from you, you must do everything in your power to recover it. Your vested gun can be enchanted to grant a bonus to attack and damage equal to half your proficiency bonus. Enchanting your vested gun costs 500 gp per point of bonus it gains. Increasing the enchantment bonus of your vested gun or altering its abilities requires a ritual that takes one full day. You also receive a number of enchantment points equal to half your proficiency bonus to spend on the effects below. Each effect may only be chosen once. You can change the enchantments on your gun again after you complete a long rest.

**Bane.** The enchantment bonus to attack and damage from your vested gun is doubled against one specific type of named creature (such as dragon, human, shikome, ogre, or hengeyokai). Against all other types of creatures your enchantment bonus is halved (minimum 1).

**Booming.** Your vested gun deals an additional 1d4 thunder damage.

**Cruel.** Your vested gun deals an additional 1d8 necrotic damage but you take 1d4 necrotic damage with every successful hit.

**Electrified.** Your vested gun deals an additional 1d4 lightning damage.

**Explosive.** Your vested gun scores a critical hit on a roll of 19 or 20.

**Powerful.** Your vested gun deals an additional 1d4 force damage.

**Sighted.** Your vested gun doubles its short range.

## Gun Master

When you reach 14th level, you fire your vested gun three times with one Attack action. You can change the enchantments on your vested gun after completing a short or long rest.

# College of requiems

Performing a macabre melody filled with grief-stricken chords with a mournful refrain, the funerary songs of the College of Requiems stir the very bones of the dead. The Requiem bard weaves necromantic magic into their repertoire to control and empower a host of undead minions.

## Chilling Melody

At 3rd level, you learn two necromancy cantrips of your choice from any class spell list. These count as bard spells for you, but don't count against the number of cantrips you know.

## Pluck the Heartstrings

Beginning at 3rd level, you gain the ability to use your Bardic Inspiration to pluck at the tethers of life within a creature. A creature with one of your Bardic Inspiration dice can expend it when dealing damage with a weapon attack, dealing additional necrotic damage equal to the die result. Additionally, when a living creature that has your Bardic Inspiration die is reduced to 0 hit points, it can expend that die as a reaction to be reduced to 1 hit point instead.

## Stir the Bones

At 6th level, you learn the animate dead spell. It counts as a bard spell for you, and it doesn't count against the number of Bard spells you know. When you give a creature one of your Bardic Inspiration dice, choose a number of undead creatures equal to your proficiency bonus under your control and within 60 feet of you. Chosen creatures each gain a Dirge die, which they lose if they do not spend within the next 10 minutes. Dirge dice can be spent the same way and under the same circumstances your Bardic Inspiration dice are. You can also issue mental commands to undead creatures under your control as part of the same bonus action.

When an undead creature you control expends a Bardic Inspiration die on an attack roll that hits, it can also apply the result to the damage roll.

## Dance of the Dead

Starting at 14th level, when you cast a necromancy spell that targets only one creature, you can have it target a second creature within range. This does not consume additional components. Once

you use this feature, you must finish a short or long rest before you can use it again.

# College of Scent

The sense of smell is one of the most important adaptations that any creature has. A small difference of scent between flowers or pieces of meat might mean the thin line between life and death. Sentient creatures have been able to take their animal instinct for scent and refine it; trained artisans have become even more proficient in manipulating the scents, and some masters of the craft even managed to invoke arcane techniques through their work.

On the Silk Road, you may encounter some of these people in colorful bazaars, caravanserais and crowded streets, exercising their craft as exotic perfume merchants, renowned herbalists, or honored guests and entertainers of high ranking courts. Their skill in manipulating the scents are usually bolstered by their silver tongues and well-honed manners, making them masters of persuasion and deception.

Level 3: Mesmerizing Aroma: Starting at 3rd level, your expertise on the nature of fragrance gives you access to the first stage of scent-craft. You can spend 1 hour and appropriate resources to create your own elixirs. You can use these elixirs as a bonus action.

Due to the arcane binding of these elixirs, you can't have more than 3 elixirs in your possession at the same time. If you create an elixir after the third one, the first one loses its magic unless you spend one of your bardic dice to create one.

You can also give other creatures the elixirs you have created, but they must treat it as a normal object, so they can't use their bonus action to use them unless

they are granted that ability from another source (e.g. the Thief's Fast Hand feature)

The list of the elixirs can be found below. You can work with your GM to create new elixirs that do not appear on the list.

Elixir of

Dreams Resources\* Effect Charges Characteristics

Enchanting

Scent - The

Rose of Qaf

50 gp and one

2nd-level spell

slot.

You can affect only one creature with one charge. The creature must be within 5 feet of you.

The creature must succeed on a Constitution saving throw against your spell save DC or be charmed by you for 1-hour or until it takes damage. The person does not know it is charmed by you.

2

Upon uncorking

the bottle the

sickly sweet of

rosewater rises to

your nostrils. The

scent rises up like

a plume of pink

smoke.

Empowering

Scent - The

### Enduring Ivy

25 gp and one  
1st-level spell  
slot.

You can affect only one person with one charge. The creature must be within 5 feet of you. The creature gains 1d6 temporary hit points.

2

An ivy green liquid that smells very delicately of mint.

### Revealing

Scent - The

Miragebane

50 gp and one

2nd-level spell  
slot.

You can affect only one person with one charge. The creature must be within 5 feet of you.

The creature must succeed on a Constitution saving throw against your spell save DC or reveal its original shape if it's a shapechanger. In addition, it reveals if it is not native to this plane, but you learn no further information about its origin. The creature also can't turn invisible or change shapes for the next 10 minutes.

3

The liquid resembles an orange juice with green herbs in it.

Lucky Scent

- The Bottled

Chance

25 gp and one

2nd-level spell

slot.

You can affect only one person with one charge. The creature must be within 5 feet of you. It has an advantage on an ability check you determine for the next 10 minutes.

2

Vivid, almost neon green in color, this liquid froths and bubbles.

Serpent's

Scent - The

Gaib Zehir

20 gp and one

1st-level spell

slot.

This bottle can be tossed up to 30 ft. away and breaks when it hits a solid surface. It affects a 20 ft. radius sphere. All inside the sphere must succeed on a Constitution saving throw or be poisoned for 1 minute. They can

repeat the saving throw at the end of each of their turns.

2

Almost solid, this elixir is viscous and yellow-green in color.

Slowing

Scent

50 gp and one

3rd-level spell

slot

You can affect only one creature with one one charge. The creature must be within 5 feet of you. It must make a Constitution saving throw. On a failed save, its speed is halved for 10 minutes.

2

At first glance, this elixir looks just like milk until shaken, after which sinister blue tints can be seen.

Swift Rose

45 gp and one

1st-level spell

slot

It increases the movement speed by 10 feet of the drinker. 2

The liquid

resembles wispy

clouds driven by the

wind.

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Subclass Options

Mist of Qaf

40 gp and one

1st-level spell

slot

You can affect only one creature

with one charge. The creature

must be within 5 feet of you.

It gives disadvantage on WIS

(Perception) checks to that

creature. It lasts for 10 minutes.

2 It appears as

bottled smoke.

Essence of

Hogweed

50 gp and one

1st-level spell

slot

You can affect only one creature

with one charge. The creature

must succeed on a Constitution

saving throw or be blinded for 1

minute. It can repeat the saving

throw at the end of each of its

turns.

5

The gas in the

bottle resembles a

crimson cloud.

Liquid

Inspiration

25 gp and one  
1st-level spell  
slot.

You can affect creatures within  
15 ft. of you. The character gains  
a Bardic Inspiration die (d6) for  
10 minutes. This does not scale  
with your Bardic Inspirations,  
and this can't be stacked with  
Bardic Inspiration.

3

The liquid  
resembles a Rosé  
wine.

Scent of  
Summer

20 gp and one  
1st-level spell  
slot.

You can affect one creature  
within 10 ft. of you with one  
charge. It gives resistance to  
extreme heat. It lasts for 24  
hours.

5

You are afraid to  
touch this vial: it  
looks like bottled  
lava...surely it will  
burn you.

Scent of  
Winter

20 gp and one  
1st-level spell

slot.

You can affect one creature within 10 ft. of you with one charge. It gives resistance to extreme cold. It lasts for 24 hours.

5

The liquid resembles the most clear water from the the most remote glacier; it is so pure and so cold you feel like you could cut yourself on it.

Rock-hard

Scent

75 gp and one

2nd-level spell

slot.

You can affect one creature within 10 ft. of you with one charge. It gives you resistance to one type of damage from the list: fire, cold, lightning, thunder, acid, poison. It lasts for 1 hour.

2

An unpleasant vial that looks like it's filled with mud—or at least you hope it's mud.

\*Resources: The cost represents the needed herbs,

plants, goods, tools and similar equipment. At your GM's discretion, some of the resources can be found in shops, trading posts, hunters' guilds, or in the wilderness.

Level 3: Heightened Senses: Starting at 3rd level, you become an expert at identifying scents and fragrance around you. You have the benefits below:

D You now can identify a humanoid's specific scent and never forget it.

D You learn detect poison and disease spell. It is considered a bard spell for you. It doesn't count against the bard spells you know. You can cast it without needing any components and without expending a spell slot as if you are smelling the air. You can't do so again until you finish a long rest. You can normally cast the spell with your spell slots and expending one of your bardic dice.

D You can focus your ability to recognize scents using your bonus action by spending your bardic dice. While focusing you have advantage on Perception checks rely on smell and Insight checks to determine someone's lying within 30 ft. of you for the next 10 minutes.

Level 6: Bottled Arcana: Starting at 6th level, the number of elixirs you can have prepared at the same time is now 4. Also, your power to smell and identify scents has made you an expert at detecting otherworldly creatures. You learn the detect evil and good spell. It doesn't count against the bard spells you know, but it is considered a bard spell for you. You can cast it without needing any components and without expending a spell slot as if you are smelling the air.

You can't do so again until you finish a long rest. You can normally cast the spell with your spell slots or by expanding a bardic die.

Additionally, you have mastered the ability to store your magical power in scents. Instead of making an elixir, you can store a spell (1-action spell) that is 3rd-level or lower in one of your elixir bottles. For every level of the spell you must spend 10 gp. The bottles contain the spells until you cast them or you make a new one after the 4th. You can later cast those spells using an action.

Level 14: Elixir of Dreams: Starting at 14th level, the number of elixirs you can keep at the same time is now 6.

Additionally, you can spread ideas and emotions with your abilities. You learn the following elixirs and you must consult with your GM for appropriate ideas, emotions, states of mind and other capabilities for these elixirs. If an elixir forces a saving throw, you can spend one of your bardic dice as a reaction to grant a minus bonus to it.

Elixir of

Dreams Resources Effect Charges Characteristics

Kizguran

- The

Crimson

Liquid

250 gp and

one 5th-level

spell slot

120 ft. area from the scent's origin.

Every creature that has 5

Intelligence or higher must make a

Constitution saving throw against

your spell save DC or fall

under the effects of the odor for

the next hour. The failed creatures

are frenzied and start attacking the closest target. If the frenzied creature has them, melee attacks must be used.

2

The liquid resembles molten incandescent iron; it is comfortably warm to the touch unless shaken, when it begins to burn red hot...

The Bottled

Doubt

250 gp and one 5th-level spell slot

250 ft. area from the odor's origin.

Every creature that has 5 Intelligence or higher must make a Constitution saving throw or fall under the effects of the odor for the next hour. Every creature that is affected gets the "Paranoid" flaw.

2

The liquid looks like the most vibrant and strange ultramarine.

The

Potential of

Everything

500 gp and

one 7th level

spell slot.

You put an idea of your choice into the bottle. You can spread doubt about a political figure, some dirty whispers about a certain individual, sow rumors about a great threat lying beneath the city. The potential is endless. Consult with your GM before producing this elixir.

This elixir can affect 300 ft., and its effects last for a day. After the effects have ended, some creatures may still believe the ideas you sowed at the GM's discretion.

1

This liquid resembles a dark shadow falling across an otherwise sunlight day, or a stain of necrotic magic infecting an oasis.

# College of the muse

Bards of the College of the Muse dedicate themselves to the pursuit of art and beauty in their highest forms. With lyre, pipes, or siren song, they seek out great heroes to inspire and, in turn, be inspired by. Blessed with charm and orphean gifts they are sought-after companions, not just by heroes, but also by prosperous patrons such as aristocrats and even kings. They play on the appeal of decadence and desire, basking in the luxury and sensual comforts afforded them by their gifts.

## Calming Presence

When you join the College of the Muse at 3rd level you can enhance your very presence to instill calm and ease in those around you. As an action you may emanate an aura of repose for 1 hour. Any creature who targets you with an attack or a harmful spell must first make a Charisma saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This feature doesn't protect you from area effects. If you make an attack or cast a spell that affects an enemy creature, this effect ends. You can't use this feature again until you finish a short or long rest.

## Muse's Inspiration

Also at 3rd level you learn to revitalize your allies as you inspire them. When a creature that you can see within 60 feet of you regains any hit points, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and adding the number rolled to the amount of hit points restored. That creature then gains one Bardic Inspiration die.

## Song of Sleep

At 6th level your words and music can lull even the sharpest mind into a state of blissful slumber. You can use your action to attempt to put a creature that can hear you to sleep. The target must succeed on a Wisdom saving throw or fall unconscious for an hour or until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Song of Sleep for the next 24 hours. The creature is immune

if it can't hear you or if it's immune to being charmed.

## Echoing Chord

At 14th level, even the barest ripples of your influence carry with them a lingering potency. When a creature uses Bardic Inspiration from you they regain a number of hit points equal to your bard level.

# College of the road

Not an officially recognized college, the College of the Road represents the personal and eclectic sets of skills, knowledge, and techniques a wandering bard picks up along their journey. As inveterate jacks-of-all-trades, bards possess a variety of aptitudes in combat, magecraft, and general know-how, making them particularly well suited to learning a variety of different skills. It often happens that while traveling, a bard winds up sharing their campfire with a motley assortment of wandering adventurers who may impart valuable lessons in exchange for a lively song or a well-told tale. Compared to students of other Bard Colleges, a special kind of sensibility is important for the College of the Road. How effectively a bard of this College can apply what they have learned depends on their understanding and insight. The College of the Road is sometimes a harsh teacher, but bards who follow this path often find themselves rewarded with a diverse array of useful tricks and tactics. Those who underestimate a bard from the College of the Road soon find that these “graduates” are full of surprises.

## Bonus Proficiencies

When you join the College of the Road at 3rd level, you gain a few useful proficiencies picked up from your time on the road. Choose three of the following options (each option can only be selected once):

- II You gain proficiency with a Gaming Set of your choice
- II You gain proficiency with a martial weapon of your choice
- II You gain proficiency with Herbalism Kits
- II You gain proficiency with Thieves' Tools
- II You gain proficiency with a skill of your choice
- II You learn two languages of your choice

## Wanderer's Lore

At 3rd level, you can share any useful tidbits of information you have come across in your travels to help others to see problems from a new angle. When a creature has a Bardic Inspiration die granted by you, they may make a single Arcana, History, Nature, or Religion check with advantage. The creature may choose whether or not to add the Bardic Inspiration die to this roll.

## Traveler's Tricks

At 3rd level you already have several memorable experiences from your life on the road. You learn two Traveler's Tricks of your choice (see Traveler's Trick Options). These Traveler's Tricks represent skills, techniques, and useful pieces of knowledge picked up along the way. Each one requires you to expend a use of your Bardic Inspiration, and takes a bonus action to use unless otherwise specified. At 6th level and at 14th level you learn an additional Traveler's Trick.

## Improved Tricks

At 6th and 14th levels, your Traveler's Tricks become stronger. By practicing the tricks you know, and encountering stronger adventurers who share their knowledge with you, your mastery over your tricks increases.

## Favorite Trick

At 6th level, you have gained enough mastery over one of your Traveler's Tricks that you can use it whenever it's needed. You may choose one Traveler's Trick that you know and designate it as your favorite trick. If you roll initiative and have no uses of Bardic Inspiration remaining, you regain one use of it. Any Bardic Inspiration gained in this way can only be used to perform your favorite trick. At 14th level you can select a second favorite trick from among Traveler's Tricks you know.

## Traveler's Trick Options

The Traveler's Trick feature lets you choose options for it at certain levels. The options are presented here in alphabetical order. Each one is associated with a different class, and those marked with an asterisk (\*) are magical effects. Unlike traditional bard abilities which rely on skill or panache to be properly executed, the greatest asset for picking up tricks along the road is common sense and an openness to learning new ideas. Wisdom affects how powerful your traveler's tricks are, as well as how hard they are to counter. If an option requires a saving throw, your Traveler's Trick save DC equals  $8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$ .

**Acrobatics Lessons.** A slick rogue once gave you some pointers on zigging and zagging. When you or an ally makes a Dexterity saving throw, you may expend one use of your Bardic Inspiration, rolling a Bardic Inspiration die and adding the result to the saving throw. An ally must be within 60 feet of you and able to see and hear you to benefit from this trick.

At 6th level, if the target succeeds the saving throw against an effect that would deal half damage on a successful save, the target

takes no damage instead.

At 14th level, even if the target fails their saving throw they only take half damage from the effect.

**Armed Combat Lessons.** A seasoned fighter taught you how to use a simple combat stance to wield your weapons more effectively. When you select this option, choose from the following Fighting Styles:

Il Archery: You gain a +2 bonus to attack rolls you make with ranged weapons.

Il Dueling: When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Il Great Weapon Fighting: When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Il Two-Weapon Fighting: When you engage in two-weapon fighting, you can add your ability modifier.

When you make a weapon attack, you can expend one use of your Bardic Inspiration, adding your Bardic Inspiration die to the attack or damage roll. When you do this, you gain the benefits of your chosen Fighting Style for 10 minutes.

At 6th level, you learn how to use your stance to chain your attacks together in deadly combination. Once, while your Fighting Style is active, you may attack twice, instead of once, when taking the Attack action on your turn.

At 14th level you have learned to shore up any weaknesses in your stance. You gain +1 to your AC for the effect's duration.

**Bind the Wound.** An experienced paladin instructed you in the basics of combat triage. When you or an ally within 5 feet of you receives healing of any kind, you may use your reaction to expend one use of your Bardic Inspiration and provide extra healing equal to the number on the Bardic Inspiration die roll + your Wisdom modifier (minimum of 1). You must have at least one hand free in order to quickly staunch the target's wound.

At 6th level, you have learned to identify a selection of useful herbs that you can carry with you. When providing additional healing with this trick you may also remove the poisoned or paralyzed condition from the target.

At 14th level, you have developed a true knack for emergency triage. You may additionally remove a single disease affecting the target of this ability.

**Boxing Lessons.** A wise monk was happy to share the basic form of the jab and weave. When you take the attack action, you can expend one use of your Bardic Inspiration to quickly execute two

unarmed strikes against one or more creatures you could target. You may use Dexterity instead of Strength for the attack and damage rolls of these unarmed strikes. The damage die used for these unarmed strikes is the same as your Bardic Inspiration die.

At 6th level, you have finally mastered the “weave” portion of your technique. You do not provoke attacks of opportunity this turn.

At 14th level, your practice has paid off, granting you the use of a slightly ki-infused attack. When you hit with one of these attacks you may attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

**Conjure Woodland Spirit.\*** A patient druid shared the secrets of forest magic with you. You can expend one use of your Bardic Inspiration as an action to conjure a forest guardian spirit in an unoccupied space you can see within 60 feet of you. The guardian spirit is Large, and takes the appearance of a spectral predatory cat. Any enemy that moves into or leaves a space adjacent to the guardian spirit must make a Wisdom saving throw, taking magical slashing damage equal to your Bardic Inspiration die on a failure. The guardian spirit will remain for as long as you concentrate on it, up to 10 minutes.

At 6th level, your bond with the guardian spirit grows even deeper. Any creature dealt damage by your guardian spirit has their speed reduced to 0 for the rest of the turn.

At 14th level, any Large or smaller creature who has their speed reduced to 0 by the guardian spirit is restrained for as long as you maintain your concentration, as your guardian spirit pins them in place. The target can break free by spending an action to make a Strength (Athletics) check against your Traveler’s Trick save DC.

**Dark Bargain.\*** You made a shady bargain with a haggard warlock. When you select this option, choose a Eldritch Invocation from the Warlock’s list of class features for which you meet the prerequisites. You can expend one use of your Bardic Inspiration to gain the benefits of this Dark Invocation for 10 minutes. Doing this requires you to roll your Bardic Inspiration die and take an amount of necrotic damage equal to the roll.

At 6th level, you have learned how to deepen your pact with the warlock you once met. You may choose to take double the necrotic damage you rolled on your Bardic Inspiration die to instead have the effect last for 1 hour.

At 14th level, your pact with the warlock unlocks frightening new power. When you reach 14th level, choose a single spell of 7th level or lower from the warlock’s spell list. You may cast the spell once during this effect without expending any spell slots, although you must cast it at the level of your highest spell slot. In exchange, the spell deals additional necrotic damage to you equal to twice the level at which it was cast.

**Evocation Lessons.\*** A venerable wizard shared secrets of evocation magic with you. When you select this option, choose a damage-dealing spell you can cast. You can expend one use of your Bardic Inspiration when you cast this spell to change the type of damage it deals to your choice of either acid, cold, fire, lightning, or thunder (chosen when you cast the spell).

Add the number you roll on your Bardic Inspiration die + your Wisdom modifier (minimum of 1) to the damage dealt by the spell.

At 6th level you may choose to change the spell you had previously selected with this feature to another spell that you know.

At 14th level you may choose to change the spell you had previously selected with this feature to another spell that you know.

**Hunting Lessons.\*** A skilled ranger taught you how to use your magic to pinpoint your quarry's weak spots. You can expend one use of your Bardic Inspiration to target one creature you can see within 90 feet of you as your quarry. For as long as you concentrate on this ability, up to 1 hour, all weapon attacks you make against the target deal additional damage equal to your Bardic Inspiration die.

At 6th level, you have honed your skills to the point where you can easily track your quarry. For the duration of the effect, you are aware of your target's approximate distance and direction from you, so long as you are on the same plane.

At 14th level, you can maintain this effect for up to 24 hours.

**Reckless Tactics.** You learned from a hardened barbarian that sometimes you have to charge into combat with no regard for your own safety. When you make an attack with a melee weapon that has either the heavy, two handed, or versatile quality, you can expend one use of your Bardic Inspiration to gain advantage on the attack. Add the number you roll on your Bardic Inspiration die + your Wisdom modifier (minimum of 1) to the attack's damage roll. Attacks made against you this round have advantage.

At 6th level you have learned, through practice, how to push your offense even further. You may impose a -5 penalty to this attack roll. If the attack hits, you add +10 to the attack's damage.

At 14th level, your experience has taught you how to really go all in. If you have not moved this turn, you may voluntarily reduce your speed to 0 until your next turn to resolve this attack against any number of creatures within 5 feet of you, making a separate attack roll for each target.

**Warding Trick.\*** A gentle cleric taught you how to channel your magic into a protective veil. You can expend one use of your Bardic Inspiration as an action to grant an ally you can see within 60 feet of you a number of temporary hit points equal to your roll on the Bardic Inspiration die + your Wisdom modifier (minimum of 1). This ward lasts for as long as you maintain concentration on it,

up to 10 minutes.

At 6th level, your practice allows you to weave wards that retaliate against those who would harm your allies. Any

creature who deals damage to an ally with temporary hit points granted by this effect must make a Wisdom saving throw. On a failure, the creature dealing damage takes an amount of radiant damage equal to your Bardic Inspiration die.

At 14th level, you have learned how to make your ward even more resilient. For the duration of the effect, at the beginning of each round on your turn the target gains a number of temporary hit points equal to your Bardic Inspiration die + your Wisdom modifier (minimum of 1). These replace any previous temporary hit points.

# College of venture

Bards of the College of Venture aren't just dedicated adventurers, they live and breathe for dungeon delving and discovery. They research dungeonology down to a science, and eagerly share their finds with fellow college members, telling tales of dangerous and isolated crypts and experiences of brushes with near death in the dark halls of a cavern. There's very little that Venture Bards don't know when it comes to exploration and treasure hunting. And the little they don't know, they seek eagerly to find out.

## Bonus Proficiencies

At level 3, you get proficiency in Investigation, History, and Cook's Utensils. You can also pick one of the following Gun Tactics.

**Akimbo Shooting.** When wielding two light firearms, you can add your ability score modifier to the damage of the second attack. You can reload both light firearms at once using a bonus action.

**Gun Duelist.** When wielding a sidearm in one hand and no other weapons, you get a +2 bonus to your damage rolls with these weapons.

**Breacher.** When you make an attack with a firearm at a creature within 30 feet of you and you roll a 1 or 2 on the damage die, you can reroll the damage die and must take the new roll, even if the number is a 1 or a 2. The firearm must have the close quarters or scatter property for you to gain this benefit.

## Gunplay

When you reach 3rd level, you've trained yourself to interweave the use of their guns into your performance in combat. You get the following gunplay options:

**Shifting Shot.** You perform a swift tumble before taking a shot with your firearm. You can spend a bardic inspiration die before you attack to move up to half your speed in any direction without provoking any opportunity attacks. Add the result of the inspiration die to the attack roll.

**Disorienting Flourish.** If you are the target of an attack, you can use your a reaction to go into a disorienting dance, tumble or dodgy stance. Spend a bardic inspiration die when targeted by an attack. Subtract the result from the enemy's attack roll.

**Quickshot.** You make a quick, intuitive shot based on instinct alone to leave yourself open to do other things. Spend an inspiration die in order to fire your gun as a bonus action if you have not

taken the attack action, ignoring the reload action or loading time for firearms if you fire the last bullet in your gun. Add the result of the inspiration die to the damage roll.

**Intimidating Strike.** You sing, shout or motion with your weapon in a menacing manner at the creature you shoot at. Spend a inspiration die after a successful attack on a target below half their HP to force them to make a Wisdom Saving Throw. Subtract the result from their roll. If they fail, they are frightened of you for 1 minute, and must spend their reaction if they haven't already moving half their speed away from you. You gain advantage on Charisma (Intimidation) checks against them for the duration.

## Golden Intuition

By 6th level, you get a real nose for treasure, as well as eyes and ears for the valuable. If you spend 10 minutes gathering information, you are able to get a lead on a place where treasure can be located. In dungeons, if you spend 1 minute studying the layout of a room with no interruption, you are able to get knowledge of two of the following:

Any secret compartments or switches within 60 feet of you. (You don't interact with the switch or compartment.)

The approximate location of any trap within 60 feet of you. (You do not interact with the trap itself.)

The location of a hidden door.

The location of a wondrous item in a pile of treasure.

Any valuable information of the DM's choosing.

You also get a expanded spell list that you can choose from when you learn new bard spells. These spells are automatically added to your bard spell list.

### Bard Level Spells

6th conjure firing squad

9th bubble shield

13th find the path

17th foresight

## Improved Gunplay

At level 14, you have interwoven more of your inherent Bardic ability with your talents with a gun. You get the following new gunplay options.

**Goading Strike.** When a creature makes a melee attack roll against a creature that is friendly to you within 5 feet of you that you can see, or a ranged attack roll against a creature that is friendly

to you within 60 feet of you that you can see, you can spend a bardic inspiration die as a reaction to taunt them with a special enchantment woven into your inspiration that forces them to attack you instead. Subtract the result of your inspiration die from their attack roll. If the creature misses their attack as a result of this ability, you can make an attack with your firearm as part of your reaction. You ignore the reload action for firearms when making this attack.

**Precision Attack.** When you make a weapon attack roll against a creature, you can expend a Bardic Inspiration die and add the number rolled to the attack. You can expend the die before or after making the attack roll, but before any effects of the attack are applied.

**Disorienting Shot.** When you make an attack roll with a firearm, you can spend a Bardic Inspiration die to disorient your foe, leaving them open for allies to attack. Add the result of your inspiration die to the attack roll. The next attack roll made against this creature has advantage if it is made before the start of your next turn.

**Concussive Shot.** When you next hit with a ranged attack roll with your gun, you can spend an inspiration die to have the shot ring in their ears. The creature must succeed a Constitution saving throw or get disadvantage on their next attack roll. Subtract the result from the inspiration die from the saving throw.

# Greenleaf college

The Greenleaf College was founded by elfmarked who sought to record their varied heritage. Drawing from elven lore and power, Greenleaf bards strengthen their connection to nature. Through their magic and their tales, they convey the rejuvenating strength of the forests and rivers to their allies.

## EXPANDED SPELL LIST

When you join the Greenleaf College at 3rd level, you gain access to an expanded list of bard spells. The following spells are added to the bard spell list for you.

### Level Spells

1st entangle, goodberry

2nd pass without trace, spike growth

3rd conjure animals, daylight

4th conjure woodland beings, dominate beast

5th commune with nature, tree stride

## REJUVENATING INSPIRATION

Also at 3rd level, you learn to infuse your Bardic Inspiration with a magical seed of healing energy. When a creature uses a Bardic Inspiration die from you to increase one ability check, attack roll, or saving throw, it also gains temporary hit points equal to the number rolled on the Bardic Inspiration die plus your Charisma modifier.

## LAND'S STRIDE

At 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the entangle spell.

## VITAL SURGE

Starting at 14th level, as an action you can expend one use of Bardic Inspiration to magically remove one disease or detrimental condition affecting a creature you can see within 60 feet. The condition can be blinded, charmed, deafened, frightened, paralyzed, or poisoned.