

Bard Guslar

WRITTEN RECORDS ARE

SCARCE in Zamanora, most

information traveling by word of

mouth. Alas, in the fleeting nature

of words and memories, many

things are changed, twisted, or forgotten. Guslari

bards take it upon themselves to preserve those

tales worth telling, the stories of stalwart heroes,

kind pilgrims, terrible beasts and cunning spirits.

These intrepid souls travel the land, collecting

yarns by sight or hearing, and recounting what

they have heard before. Most Guslari choose to

formulate these narrations into poems, the verse

and rhyme making it easier for folk to remember

and repeat, ensuring that the story lives on for

another generation.

Epic Repertoire

3rd-level Guslar feature

At 3rd level, heroic deeds inspire you to compose

epic poems that impart magical benefits to those

who listen to them. As part of a long rest after

a day during which you were witness to such a

deed, you can compose a poem according to the

deed's theme. At the end of each

of your long rests, you can

choose a number of

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Guslar

composed poems up to your proficiency bonus and prepare them for the day.

As an action, you may expend a Bardic

Inspiration to begin reciting a prepared poem

and inspire your allies. Depending on the

heroic deed recounted in the poem, you and a

number of allies up to your Charisma modifier

(minimum of 1) within 30 feet of you that can

hear you gain the poem's corresponding benefits.

The benefits last for 10 minutes, as long as you

concentrate on the recital as if concentrating

on a spell. Consult the Epic Repertoire table to

determine the

benefits yielded

by each poem's

theme.

Epic Repertoire

Poem Theme Benefit

A vicious monster falls

before a brave warrior.

When you make an attack roll with advantage, you add your proficiency bonus to your damage rolls.

A noble sacrifice to save

one's companions.

When you start your turn within 5 feet of an ally, you gain a bonus to your AC equal to half your proficiency bonus (rounded down).

A hero, arisen from the brink

of death.

When you succeed on a Death saving throw, you regain 1 Hit Point.

A friend or lover avenged On each of your turns, the first attack you make against a creature that has dealt

damage to one of your allies is made with advantage

A leader's inspiring speech,
during times of great peril.

When you succeed on an ability check, you gain Inspiration.

A valiant stand against
overwhelming odds.

At the end of your turn while in a combat encounter of hard or deadly difficulty,
you gain a number of temporary hit points equal to your character level.

teller of tales

3rd-level Guslar feature

Also, at 3rd level, you have learned to entertain the masses with a captivating performance. You gain proficiency in the Performance skill and the gusle musical instrument.

Additionally, you may take an hour to perform for a willing audience that can hear you, reciting poems accompanied by the melody of your gusle.

Roll a Charisma (Performance) check against a DC set by the DM, adding a roll of your Bardic Inspiration die to the total (this does not expend the die). On a success, your Bardic Inspiration die therefore counts as 1 category higher (for example, a d6 becomes a d8, a d8 becomes a d10, etc.) until you finish a long rest. You may use this feature once before finishing a long rest.

Ancestral Heritage

6th-level Guslar feature

At 6th level, as you regale heroic deeds of yore, friends and foes alike recognize you for the trove of folkloric knowledge that you are. Every time you expend a use of your Bardic Inspiration to start recounting one of your poems, creatures that can hear and understand you treat you as if you were under the effects of sanctuary for the next

minute or until you lose concentration on your Epic Repertoire feature's effects. Creatures immune to the charmed condition ignore this feature's effects.

Maker of Legends

14th-level Guslar feature

Upon reaching 14th level, when you expend a Bardic Inspiration die while maintaining concentration on your Epic Repertoire feature's effects, you weave the target ally's current actions into your ongoing tale through improvised lyrics and inspire them to strive for heroism. Instead of gaining a Bardic Inspiration die as they normally would, the ally gains the following benefits until the end of their next turn:

- Immunity to the frightened and charmed condition.
- An amount of temporary hit points equal to a roll of your Bardic Inspiration.
- Each time your ally rolls a 10 or lower on the d20, they add a roll of your Bardic Inspiration die to the result.
- Each time your ally deals damage, they deal bonus damage equal to a roll of your Bardic Inspiration.

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