

Bard

In the worlds of D&D, words and music are not just vibrations of air, but vocalizations with power all their own. The bard is a master of song, speech, and the magic they contain. Bards say that the multiverse was spoken into existence, that the words of the gods gave it shape, and that the echoes of these primordial Words of Creation still resound throughout the cosmos. The music of bards is an attempt to snatch and harness those echoes, subtly woven into their spells and powers.

The greatest strength of bards is their sheer versatility. Many bards prefer to stick to the sidelines in combat, using their magic to inspire their allies and hinder their foes from a distance. But bards are capable of defending themselves in melee if necessary, using their magic to bolster their swords and armor. Their spells lean toward charms and illusions rather than blatantly destructive spells. They have a wide-ranging knowledge of many subjects and a natural aptitude that lets them do almost anything well. Bards become masters of the talents they set their minds to perfecting, from musical performance to esoteric knowledge.

True bards are not common in the world. Not every minstrel singing in a tavern or jester cavorting in a royal court is a bard. Discovering the magic bidden in music inquires hard study and some measure of natural talent that most troubadours and jongleurs lack. It can be hard to spot the difference between these performers and true bards, though. A bard's life is spent wandering across the land gathering lore, telling stories, and living on the gratitudes of audiences, much like any other entertainer. But a depth of knowledge, a level of musical skill, and a touch of magic set bards apart from their fellows.

Only rarely do bards settle in one place for long, and their natural desire to travel-to find new tales to tell, new skills to learn, and new discoveries beyond the horizon-makes an adventuring career a natural calling. Every adventure is an opportunity to learn, practice a variety of skills, enter

Hit Points at 1st level: 8 + Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per bard level after 1st

Armor Proficiency: light armor

Weapon Proficiency: simple weapons, hand crossbows, longswords, rapiers, shortwords

Tool Proficiency: 3 musical instruments of your choice

Saving Throw Proficiency: Dexterity, Charisma

Skill Proficiency: choose any 3

Starting Equipment:

1. A rapier OR a longsword OR any simple weapon
2. A diplomats's pack OR an entertainer's pack
3. A lute OR any other musical instrument
4. Leather armor and a dagger

Multiclassing and the Bard: If your group uses the optional rule on multiclassing in the Player's Handbook, here's what you need to know if you choose bard as one of your classes.

- **Ability Score Minimum:** As a multiclass character, you must have at least a Charisma score of 13 to take a level in this class, or to take a level in another class if you are already a bard.
- **Proficiencies Gained:** If bard isn't your initial class, here are the proficiencies you gain when you take your first level as a bard: light armor, one skill of your choice, one musical instrument of your choice
- **Spell Slots:** Add your levels in the bard class to the appropriate levels from other classes to determine your available spell slots.

The Bard

Level	Proficiency Bonus	Class Features	Cantrips Known	Spells Known
1 st	2	Bardic Inspiration (d6), Spellcasting	2	4
2 nd	2	Jack of All Trades, Song of Rest (d6)	2	5
3 rd	2	Bard College, Expertise	2	6
4 th	2	Ability Score Improvement	3	7
5 th	3	Bardic Inspiration (d8), Font of Inspiration	3	8
6 th	3	Countercharm, Bard College Feature	3	9
7 th	3	-	3	10
8 th	3	Ability Score Improvement	3	11
9 th	4	Song of Rest (d8)	3	12

long-forgotten tombs, discover lost works of magic, decipher old tomes, travel to strange places, or encounter exotic creatures. Bards love to accompany heroes to witness their deeds firsthand. A bard who can tell an awe-inspiring story from personal experience earns renown among other bards. Indeed, after telling so many stories about heroes accomplishing mighty deeds, many bards take these themes to heart and assume heroic roles themselves.

Bards thrive on stories, whether those stories are true or not. Your characters background and motivations are not as important as the stories that he or she tells about them. Perhaps you had a secure and mundane childhood. There's no good story to be told about that, so you might paint yourself as an orphan raised by a hag in a dismal swamp. Or your childhood might be worthy of a story. Some bards acquire their magical music through extraordinary means, including the inspiration of fey or other supernatural creatures.

Did you serve an apprenticeship, studying under a master, following the more experienced bard until you were ready to strike out on your own? Or did you attend a college where, you studied bardic lore and practiced your musical magic? Perhaps you were a young runaway or orphan, befriended by a wandering bard who became your mentor. Or you might have been a spoiled noble child tutored by a master. Perhaps you stumbled into the clutches of a hag, making a bargain for a musical gift in addition to your life and freedom, but at what cost?

You can make a bard quickly by following, these suggestions. First. Charisma should be your highest ability score, followed by Dexterity. Second, choose the entertainer background. Third, choose the dancing lights and vicious mockery cantrips, along with the following 1st-level spells; charm person, detect magic, healing word, and thunderwave .

10 th	4	Bardic Inspiration (d10), Expertise, Magical Secrets	4	14
11 th	4	-	4	15
12 th	4	Ability Score Improvement	4	15
13 th	5	Song of Rest (d10)	4	16
14 th	5	Magical Secrets, Bard College Feature	4	18
15 th	5	Bardic Inspiration (d12)	4	19
16 th	5	Ability Score Improvement	4	19
17 th	6	Song of Rest (d12)	4	20
18 th	6	Magical Secrets	4	22
19 th	6	Ability Score Improvement	4	22
20 th	6	Superior Inspiration	4	22

Spell Slots per Spell Level

Level	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1 st	2	-	-	-	-	-	-	-	-
2 nd	3	-	-	-	-	-	-	-	-
3 rd	4	2	-	-	-	-	-	-	-
4 th	4	3	-	-	-	-	-	-	-
5 th	4	3	2	-	-	-	-	-	-
6 th	4	3	3	-	-	-	-	-	-
7 th	4	3	3	1	-	-	-	-	-
8 th	4	3	3	2	-	-	-	-	-
9 th	4	3	3	3	1	-	-	-	-
10 th	4	3	3	3	2	-	-	-	-
11 th	4	3	3	3	2	1	-	-	-
12 th	4	3	3	3	2	1	-	-	-
13 th	4	3	3	3	2	1	1	-	-
14 th	4	3	3	3	2	1	1	-	-
15 th	4	3	3	3	2	1	1	1	-
16 th	4	3	3	3	2	1	1	1	-
17 th	4	3	3	3	2	1	1	1	1
18 th	4	3	3	3	3	1	1	1	1
19 th	4	3	3	3	3	2	1	1	1
20 th	4	3	3	3	3	2	2	1	1

Bardic Inspiration (Level 1)

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw that it just made. The creature can wait until after it rolls the die for the ability check, attack roll, or saving throw, but before the DM says whether or not it succeeds or fails before deciding to use the Bardic Inspiration die. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Spellcasting (Level 1)

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations. See chapter 10 for the general rules of spellcasting and chapter 11 for the bard spell list.

Cantrips

You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

Spell Slots

The Bard table shows how many spell slots you have to cast your bard spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You must finish a long rest to regain any expended spell slots.

For example, if you know the 1st-level spell cure wounds and have a 1st-level and a 2nd-level spell slot available, you can cast cure wounds using either slot.

Spells Known of 1st Level and Higher

You know four 1st-level spells of your choice from the bard spell list.

The Spells Known column of the Bard table shows when you learn more bard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the spells you know and replace it with another spell from the bard spell list, which must be of a level for which you have spell slots, as shown on the table.

Spellcasting Ability

Charisma is your spellcasting ability for your bard spells, since the power of your magic comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Charisma modifier

Spell Attack modifier = your proficiency bonus + your Charisma modifier

Ritual Casting

You can cast any bard spell you know as a ritual if that spell has the ritual tag. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, as normal.

Spellcasting Focus

You can use a musical instrument as the material component for a bard spell.

Jack of All Trades (Level 2)

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include that bonus.

Song of Rest (Level 2)

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: 1d8 at 9th level, 1d10 at 13th level, and 1d12 at 17th level.

Bard College (Level 3)

At 3rd level, you delve into the advanced techniques of a bard college of your choice: the College of Lore or the College of Valor, both detailed at the end of the class description. Your choice grants you features at 3rd level, and then again at 6th and 14th level.

Expertise (Level 3)

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that involves one of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

Ability Score Improvement (Level 4)

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Font of Inspiration (Level 5)

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Countercharm (Level 6)

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creature within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or you voluntarily end it (no action required).

Magical Secrets (Level 10)

By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any classes, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip.

The chosen spells count as bard spells for you and are included in the Spells Known column of the Bard table.

You learn two additional spells from any classes at 14th level and again at 18th level.

Superior Inspiration (Level 20)

At 20th level, when you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

Bard Colleges (Subclasses)

College of Creation *(Tasha's Cauldron of Everything)*

Bards believe the cosmos is a work of art - the creation of the first dragons and gods. That creative work included harmonies that continue to resound through existence today, a power known as the Song of Creation. The bards of the College of Creation draw on that primeval song through dance, music, and poetry, and their teachers share this lesson: "Before the sun and the moon, there was the Song, and its music awoke the first dawn. Its melodies so delighted the stones and trees that some of them gained a voice of their own. And now they sing too. Learn the Song, students, and you too can teach the mountains to sing and dance."

Dwarves and gnomes often encourage their bards to become students of the Song of Creation. And among dragonborn, the Song of Creation is revered, for legends portray Bahamut and Tiamat-the greatest of dragons -as two of the song's first singers.



Mote of Potential (Level 3)

Whenever you give a creature a Bardic Inspiration die, you can utter a note from the Song of Creation to create a Tiny mote of potential, which orbits within 5 feet of that creature. The mote is intangible and invulnerable, and it lasts until the Bardic Inspiration die is lost. The mote looks like a musical note, a star, a flower, or another symbol of art or life that you choose.

When the creature uses the Bardic Inspiration die, the mote provides an additional effect based on whether the die benefits an ability check, an attack roll, or a saving throw, as detailed below:

- **Ability Check.** When the creature rolls the Bardic Inspiration die to add it to an ability check, the creature can roll the Bardic Inspiration die again and choose which roll to use, as the mote pops and emits colorful, harmless sparks for a moment.
- **Attack Roll.** Immediately after the creature rolls the Bardic Inspiration die to add it to an attack roll against a target, the mote thunderously shatters. The target and each creature of your choice that you can see within 5 feet of it must succeed on a Constitution saving throw against your spell save DC or take thunder damage equal to the number rolled on the Bardic Inspiration die.
- **Saving Throw.** Immediately after the creature rolls the Bardic Inspiration die and adds it to a saving throw, the mote vanishes with the sound of soft music, causing the creature to gain temporary hit points equal to the number rolled on the Bardic Inspiration die plus your Charisma modifier (minimum of 1 temporary hit point).

Performance of Creation (Level 3)

As an action, you can channel the magic of the Song of Creation to create one nonmagical item of your choice in an unoccupied space within 10 feet of you. The item must appear on a surface or in a liquid that can support it. The gp value of the item can't be more than 20 times your bard level, and the item must be Medium or smaller. The item glimmers softly, and a creature can faintly hear music when touching it. The created item disappears after a number of hours equal to your proficiency bonus. For examples of items you can create, see the equipment chapter of the *Player's Handbook*.

Once you create an item with this feature, you can't do so again until you finish a long rest, unless you expend a spell slot of 2nd level or higher to use this feature again. You can have only one item created by this feature at a time; if you use this action and already have an item from this feature, the first one immediately vanishes.

The size of the item you can create with this feature increases by one size category when you reach 6th level (Large) and 14th level (Huge).

Animating Performance (Level 6)

As an action, you can animate one Large or smaller nonmagical item within 30 feet of you that isn't being worn or carried. The animate item uses the Dancing Item stat block, which uses your proficiency bonus (PB). The item is friendly to you and your companions and obeys your commands. It lives for 1 hour, until it is reduced to 0 hit points, or until you die.

In combat, the item shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the item can take any action of its choice, not just Dodge.

When you use your Bardic Inspiration feature, you can command the item as part of the same bonus action you use for Bardic Inspiration.

Once you animate an item with this feature, you can't do so again until you finish a long rest, unless you expend a spell slot of 3rd level or higher to use this feature again. You can have only one item animated by this feature at a time; if you use this action and already have a dancing item from this feature, the first one immediately becomes inanimate.

Creative Crescendo (Level 14)

When you use your Performance of Creation feature, you can create more than one item at once. The number of items equals your Charisma modifier (minimum of two items). If you create an item that would exceed that number, you choose which of the previously created items disappears. Only one of these items can be of the maximum size you can create; the rest must be Small or Tiny.

You are no longer limited by gp value when creating items with Performance of Creation.

College of Echoes **(Tome of Heroes)**

In the caverns beneath the surface of the world, sound works differently. Your exposure to echoes has taught you about how sound changes as it moves and encounters obstacles. Inspired by the effect caves and tunnels have on sounds, you have learned to manipulate sound with your magic, curving it and altering it as it moves. You can silence the most violent explosions, you can make whispers seem to reverberate forever, and you can even change the sounds of music and words as they are created.

Alter Sound (Level 3)

At 3rd level, you can manipulate the sounds of your speech to mimic any sounds you've heard, including voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check contested by your Charisma (Deception) check.

In addition, you can manipulate some of the sounds around you. You can use your reaction to cause one of the following effects.

- **Enhance.** You can increase the volume of a sound originating within 30 feet of you, doubling the range it can be heard and granting creatures in range of the sound advantage on Wisdom (Perception) checks to detect the sound. In addition, when a hostile creature within 30 feet of you takes thunder damage, you can expend one use of Bardic Inspiration and increase the thunder damage by an amount equal to the number you roll on the Bardic Inspiration die.
- **Dampen.** You can decrease the volume of a sound originating within 30 feet of you, halving the range it can be heard and granting creatures in range of the sound disadvantage on Wisdom (Perception) checks to detect the sound. In addition, when a friendly creature within 30 feet of you takes thunder damage, you can expend one use of Bardic Inspiration and decrease the thunder damage by an amount equal to the number you roll on the Bardic Inspiration die.
- **Distort.** You can change 1 word or up to 2 notes within 30 feet of you to another word or other notes.
 - You can expend one use of Bardic Inspiration to change a number of words within 30 feet of you equal to 1 + the number you roll on the Bardic Inspiration die, or you can change a number of notes of a melody within 30 feet of you equal to 2 + double the number you roll on the Bardic Inspiration die. A creature that can hear the sound can notice it was altered by succeeding on a Wisdom (Perception) check contested by your Charisma (Deception) check. At your GM's discretion, this effect can alter sounds that aren't words or melodies, such as altering the cries of a young animal to sound like the roars of an adult.
- **Disrupt.** When a spellcaster casts a spell with verbal components within 30 feet of you, you can expend one use of your Bardic Inspiration to disrupt the sounds of the verbal components. The spellcaster must succeed on a concentration check (DC 8 + the number you roll on the Bardic Inspiration die) or the spell fails and has no effect. You can disrupt a spell only if it is of a spell level you can cast.

Echolocation (Level 3)

When you join the College of Echoes at 3rd level, you learn how to see with your ears as well as your eyes. As long as you can hear, you have blindsight out to a range of 10 feet, and you have disadvantage on saving throws against effects that would deafen you.

At 14th level, your blindsight is now out to a range of 15 feet, and you no longer have disadvantage on saving throws against effects that would deafen you.

Resounding Strikes (Level 6)

Starting at 6th level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal thunder 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 6d6. The damage increases by 1d6 if the target is made of inorganic material such as stone, crystal, or metal.

Reverberating Strikes (Level 14)

At 14th level, your Bardic Inspiration infuses your allies' weapon attacks with sonic power. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made, and all of the damage from that attack becomes thunder damage. The target of the attack must succeed on a Strength saving throw against your spell save DC or be knocked prone.



College of Eloquence (Mythic Odysseys of Theros, Tasha's Cauldron of Everything)

Adherents of the College of Eloquence master the art of oratory. Persuasion is regarded as a high art, and a well-reasoned, well-spoken argument often proves more powerful than objective truth. These bards wield a blend of logic and theatrical wordplay, winning over skeptics and detractors with logical arguments, and plucking at heartstrings to appeal to the emotions of entire audiences.

Silver Tongue (Level 3)

You are a master at saying the right thing at the right time. When you make a Charisma (Persuasion) or Charisma (Deception) check, you can treat a d20 roll of 9 or lower as a 10.



Unsettling Words (Level 3)

You can spin words laced with magic that unsettle a creature and cause it to doubt itself. As a bonus action, you can expend one use of your Bardic Inspiration and choose one creature you can see within 60 feet of you. Roll the Bardic Inspiration die. The creature must subtract the number rolled from the next saving throw it makes before the start of your next turn.

Unfailing Inspiration (Level 6)

Your inspiring words are so persuasive that others feel driven to succeed. When a creature adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll fails, the creature can keep the Bardic Inspiration die.

Universal Speech (Level 6)

You have gained the ability to make your speech intelligible to any creature. As an action, choose one or more creatures within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one creature). The chosen creatures can magically understand you, regardless of the language you speak, for 1 hour.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a spell slot to use it again.

Infectious Inspiration (Level 14)

When you successfully inspire someone, the power of your eloquence can now spread to someone else. When a creature within 60 feet of you adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll succeeds, you can use your reaction to encourage a different creature (other than yourself) that can hear you within 60 feet of you, giving it a Bardic Inspiration die without

expending any of your Bardic Inspiration uses.

You can use this reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

College of Glamour (Xanathar's Guide to Everything)

The College of Glamour is the home of bards who mastered their craft in the vibrant realm of the Feywild or under the tutelage of someone who dwelled there. Tutored by satyrs, eladrin, and other fey, these bards learn to use their magic to delight and captivate others.

The bards of this college are regarded with a mixture of awe and fear. Their performances are the stuff of legend. These bards are so eloquent that a speech or song that one of them performs can cause captors to release the bard unharmed and can lull a furious dragon into complacency. The same magic that allows them to quell beasts can also bend minds. Villainous bards of this college can leech off a community for weeks, abusing their magic to turn their hosts into thralls. Heroic bards of this college instead use this power to gladden the downtrodden and undermine oppressors.

Mantle of Inspiration (Level 3)

When you join the College of Glamour at 3rd level, you gain the ability to weave a song of fey magic that imbues your allies with vigor and speed.

As a bonus action, you can expend one use of your Bardic Inspiration to grant yourself a wondrous appearance. When you do so, choose a number of creatures you can see and who can see you within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one). Each of them gains 5 temporary hit points. When a creature gains these temporary hit points, it can immediately use its reaction to move up to its speed, without provoking opportunity attacks.

The number of temporary hit points increases when you reach certain levels in this class, increasing to 8 at 5th level, 11 at 10th level, and 14 at 15th level.



Enthralling Performance (Level 3)

Starting at 3rd level, you can charge your performance with seductive, fey magic.

If you perform for at least 1 minute, you can attempt to inspire wonder in your audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoid within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against

your spell save DC or be charmed by you. While charmed in this way, the target idolizes you, it speaks glowingly of you to anyone who speaks to it, and it hinders anyone who opposes you, avoiding violence unless it was already inclined to fight on your behalf. This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies.

If a target succeeds on its saving throw, the target has no hint that you tried to charm it.

Once you use this feature, you can't use it again until you finish a short or long rest.

Mantle of Majesty (Level 6)

At 6th level, you gain the ability to cloak yourself in a fey magic that makes others want to serve you. As a bonus action, you cast Command, without expending a spell slot, and you take on an

appearance of unearthly beauty for 1 minute or until your concentration ends (as if you were concentrating on a spell). During this time, you can cast Command as a bonus action on each of your turns, without expending a spell slot. Any creature charmed by you automatically fails its saving throw against the Command you cast with this feature. Once you use this feature, you can't use it again until you finish a long rest.

Unbreakable Majesty (Level 14)

At 14th level, your appearance permanently gains an otherworldly aspect that makes you look more lovely and fierce.

In addition, as a bonus action, you can assume a magically majestic presence for 1 minute or until you are incapacitated. For the duration, whenever any creature tries to attack you for the first time on a turn, the attacker must make a Charisma saving throw against your spell save DC. On a failed save, it can't attack you on this turn, and it must choose a new target for its attack or the attack is wasted. On a successful save, it can attack you on this turn, but it has disadvantage on any saving throw it makes against your spells on your next turn.

Once you assume this majestic presence, you can't do so again until you finish a short or long rest.

College of Investigation **(Tome of Heroes)**

Bards pick up all sorts of information as they travel the land. Some bards focus on a certain type of information, like epic poetry, love ballads, or bawdy drinking songs. Others, however, turn to the shadowy occupation of investigating crimes. These bards use their knack for gathering information to learn about criminals and vigilantes, their tactics, and their weaknesses. Some work with agents of the law to catch criminals, but shadier members of this college use their dark knowledge to emulate the malefactors they have studied for so long.



Bonus Proficiencies (Level 3)

When you join the College of Investigation at 3rd level, you gain proficiency in the Insight skill and in two of the following skills of your choice: Acrobatics, Deception, Investigation, Performance, Sleight of Hand, or Stealth.

Quick Read (Level 3)

At 3rd level, your knowledge of underhanded tactics allows you to gain insight into your foes' strategies. As a bonus action, you can expend one use of Bardic Inspiration to make a Wisdom (Insight) check against one creature you can see within 30 feet contested by the creature's Charisma (Deception) check. Add the number you roll on the Bardic Inspiration die to the result of your check. You have disadvantage on this check if the target is not a humanoid, and the check automatically fails against creatures with an Intelligence score of 3 or lower. On a success, you gain one of the following benefits:

- The target has disadvantage on attack rolls against you for 1 minute.
- You have advantage on saving throws against the target's spells and magical effects for 1 minute.

- You have advantage on attack rolls against the target for 1 minute.

Bardic Instinct (Level 6)

Starting at 6th level, you can extend your knowledge of criminal behavior to your companions. When a creature that has a Bardic Inspiration die from you is damaged by a hostile creature's attack, it can use its reaction to roll that die and reduce the damage by twice the number rolled. If this reduces the damage of the attack to 0, the creature you inspired can make one melee attack against its attacker as part of the same reaction.

Hot Pursuit (Level 14)

Starting at 14th level, when a creature fails a saving throw against one of your bard spells, you can designate it as your mark for 24 hours. You know the direction to your mark at all times unless it is within an antimagic field, it is protected by an effect that prevents scrying such as nondetection, or there is a barrier of lead at least 1 inch thick between you.

In addition, whenever your mark makes an attack roll, you can expend one use of Bardic Inspiration to subtract the number rolled from the mark's attack roll. Alternatively, whenever you make a saving throw against a spell or magical effect from your mark, you can expend one use of Bardic Inspiration to add the number rolled to your saving throw. You can choose to expend the Bardic Inspiration after the attack or saving throw is rolled but before the outcome is determined.

College of Lore *(Player's Handbook)*

Bards of the College of Lore know something about everything, collecting bits of knowledge from sources as diverse as ancient tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king.

The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or adviser knows that the bard would rather be honest than politic.

The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

Bonus Proficiencies (Level 3)

When you join the College of Lore at 3rd level, you gain proficiency with three skills of your choice.

Cutting Words (Level 3)

When you join the College of Lore at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others.

When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your

uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Additional Magical Secrets (Level 6)

At 6th level, you learn two spells of your choice from any class. A



spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you and don't count against the number of bard spells you know.

Peerless Skill (Level 14)

Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after your roll the die for the ability check, but before the DM tells you whether you succeed or fail.

College of Shadows **(Tome of Heroes)**

Some bards are as proficient in the art of espionage as they are in poetry and song. Their primary medium is information and secrets, though they are known to slip a dagger between ribs when necessary. Masters of insight and manipulation, these bards use every tool at their disposal in pursuit of their goals, and they value knowledge above all else. The more buried a secret, the deeper they delve to uncover it. Knowledge is power; it can cement empires or topple dynasties.

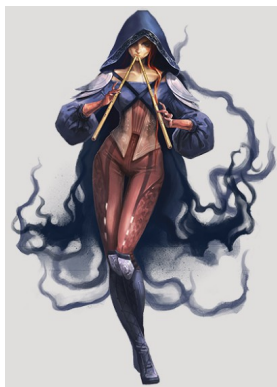
College of Shadows bards undergo careful training before they're sent out into the world. Skilled in both music and manipulation, they're the perfect blend of charm and cunning. The tricks they learn in their tutelage make them ideal for the subtle work of coaxing out secrets, entrancing audiences, and dazzling the minds of their chosen targets.

Bonus Proficiencies (Level 3)

When you join the College of Shadows at 3rd level, you gain proficiency in Stealth and in two other skills of your choice.

Mantle of Shadows (Level 3)

Starting at 3rd level, while you are in dim light or darkness, you can use an action to twist the shadows around you for 1 minute or until your concentration ends. For the duration, you have advantage on Dexterity (Stealth) checks, and you can take the Dash action as a bonus action on each of your turns.



Cunning Insight (Level 6)

Starting at 6th level, you know exactly where to hit your enemies. You can use an action to focus on a creature you can see within 60 feet of you. The target must make a Wisdom saving throw against your spell save DC. You can use this feature as a bonus action if you expend a Bardic Inspiration die. If you do, roll the die and subtract the number rolled from the target's saving throw roll. If the target fails the saving throw, choose one of the following:

- You have advantage on your next attack roll against the target.
- You know the target's damage vulnerabilities.
- You know the target's damage resistances and damage immunities.
- You know the target's condition immunities.
- You see through any illusions obscuring or affecting the target for 1 minute.

Shadowed Performance (Level 14)

Starting at 14th level, you are a master at weaving stories and influencing the minds of your audience. If you perform for at least 1 minute, you can attempt to make or break a creature's reputation by relaying a tale to an audience through song, poetry, play, or other medium. At the end of the performance, choose a number of humanoids who witnessed the entire performance, up to a number equal to 1 plus your Charisma modifier. Each target must make a Wisdom saving throw against your spell save DC. On a failed save, a target suffers one of the following (your choice):

- For 24 hours, the target believes the tale you told is true and will tell others the tale as if it were truth.

- For 1 hour, the target believes someone nearby knows their darkest secret, and they have disadvantage on Charisma, Wisdom, and Intelligence ability checks and saving throws as they are distracted and overcome with paranoia.
- The target becomes convinced that you (or one of your allies if you choose to sing the praises of another) are a fearsome opponent. For 1 minute, the target is frightened of you (or your ally), and you (or your ally) have advantage on attack rolls against the target.

A remove curse or greater restoration spell ends this effect early. You can't use this feature again until you finish a short or long rest.

College of Sincerity **(Tome of Heroes)**

Bards of the College of Sincerity know it is easier for someone to get what they want when they mask their true intentions behind a pleasant façade. These minstrels gain a devoted following and rarely lack for company. Some of their devotees go so far as to put themselves at the service of the bard they admire. Though members of the college can be found as traveling minstrels and adventuring troubadours, they gravitate to large urban areas where their silver tongues and mind-bending performances have the greatest influence. Devious rulers sometimes seek out members of the college as counsellors, but the rulers must be wary lest they become a mere pawn of their new aide.

Entourage (Level 3)

When you join the College of Sincerity at 3rd level, you gain the service of two commoners. Your entourage is considered charmed by you and travels with you to see to your mundane needs, such as making your meals and doing your laundry. If you are in an urban area, they act as your messengers and gofers. When you put on a performance, they speak your praises and rouse the crowd to applause. In exchange for their service, you must provide your entourage a place to live and pay the costs for them to share the same lifestyle as you.

Your entourage doesn't join combat or venture into obviously dangerous areas or situations. If you or your companions abuse or mistreat your entourage, they leave your service immediately. If this occurs, you can gain the service of a new entourage by traveling to a different urban area where you must perform at least 1 hour each day for one week.

You gain another commoner at 6th level, and a final one at 14th level. If you prefer, instead of gaining a new commoner at 6th level, one member of your entourage can become a guard. At 14th level, if you have a guard, it can become your choice of a spy or veteran, instead of taking on a new commoner. If one member of your entourage becomes a guard, spy, or veteran, that person accompanies you into dangerous situations, but they only use the Help action to aid you, unless you use a bonus action to direct them to take a specific action. At the GM's discretion, you can replace the guard with another humanoid of CR 1/8 or lower, the spy with another humanoid of CR 1 or lower, and the veteran with another humanoid of CR 3 or lower.

Kind-Eyed Smile (Level 3)

Also at 3rd level, when you cast an enchantment spell, such as charm person, your target remains unaware of your attempt to affect its mind, regardless of the result of its saving throw. When the duration of an enchantment spell you cast ends, your target remains unaware that you enchanted it. If the description of the spell you cast states the creature is aware you influenced it with magic, it isn't aware you enchanted it unless it succeeds on a Charisma saving throw against your spell save DC.



Lingering Presence (Level 6)

Starting at 6th level, if a creature fails a saving throw against an enchantment or illusion spell you cast, it has disadvantage on subsequent saving throws it makes to overcome the effects of your

spell. For example, a creature affected by your hold person spell has disadvantage on the saving throw it makes at the end of each of its turns to end the paralyzed effect.

Artist of Renown (Level 14)

At 14th level, you can expend a Bardic Inspiration die to cast an enchantment spell you don't know using one of your spell slots. When you do so, you must be able to meet all of the spell's requirements, and you must have an available spell slot of sufficient level.

You can't use your Font of Inspiration feature to regain Bardic Inspiration dice expended to cast spells with this feature after a short rest. Bardic Inspiration dice expended by this feature are regained only after you finish a long rest.

College of Spirits *(Van Richten's Guide to Ravenloft)*

Bards of the College of Spirits seek tales with inherent power-be they legends, histories, or fictions-and bring their subjects to life. Using occult trappings, these bards conjure spiritual embodiments of powerful forces to change the world once more. Such spirits are capricious, though, and what a bard summons isn't always entirely under their control.

Guiding Whispers (Level 3)

You can reach out to spirits to guide you and others. You learn the Guidance cantrip, which doesn't count against the number of bard cantrips you know. For you, it has a range of 60 feet when you cast it.

Spiritual Focus (Level 3)

You employ tools that aid you in channeling spirits, be they historical figures or fictional archetypes. You can use the following objects as a spellcasting focus for your bard spells: a candle, crystal ball, skull, spirit board, or tarokka deck.

Starting at 6th level, when you cast a bard spell that deals damage or restores hit points through the Spiritual Focus, roll a d6, and you gain a bonus to one damage or healing roll of the spell equal to the number rolled.



Tales from Beyond (Level 3)

You reach out to spirits who tell their tales through you. While you are holding your Spiritual Focus, you can use a bonus action to expend one use of your Bardic Inspiration and roll on the Spirit Tales table using your Bardic Inspiration die to determine the tale the spirits direct you to tell. You retain the tale in mind until you bestow the tale's effect or you finish a short or long rest.

You can use an action to choose one creature you can see within 30 feet of you (this can be you) to be the target of the tale's effect. Once you do so, you can't bestow the tale's effect again until you roll it again.

You can retain only one of these tales in mind at a time, and rolling on the Spirit Tales table immediately ends the effect of the previous tale.

If the tale requires a saving throw, the DC equals your spell save DC.

Spirit Session (Level 6)

Spirits provide you with supernatural insights. You can conduct an hour-long ritual channeling spirits (which can be done during a short or long rest) using your Spiritual Focus. You can conduct the ritual with a number of willing creatures equal to your proficiency bonus (including yourself). At the end of the ritual, you temporarily learn one spell of your choice from any class.

The spell you choose must be of a level equal to the number of creatures that conducted the ritual or less, the spell must of a level you can cast, and it must be in the school of Divination or Necromancy.

The chosen spell counts as a bard spell for you but doesn't count against the number of bard spells you know.

Once you perform the ritual, you can't do so again until you start a long rest, and you know the chosen spell until you start a long rest.

Spirit Tales (Roll Bardic Inspiration Die)

1	Tale of the Clever Animal. For the next 10 minutes, whenever the target makes an Intelligence, a Wisdom, or a Charisma check, the target can roll an extra die immediately after rolling the d20 and add the extra die's number to the check. The extra die is the same type as your Bardic Inspiration die.
2	Tale of the Renowned Duelist. You make a melee spell attack against the target. On a hit, the target takes force damage equal to two rolls of your Bardic Inspiration die + your Charisma modifier.
3	Tale of the Beloved Friends. The target and another creature of its choice it can see within 5 feet of it gains temporary hit points equal to a roll of your Bardic Inspiration die + your Charisma modifier
4	Tale of the Runaway. The target can immediately use its reaction to teleport up to 30 feet to an unoccupied space it can see. When the target teleports, it can choose a number of creatures it can see within 30 feet of it up to your Charisma modifier (minimum of 0) to immediately use the same reaction.
5	Tale of the Avenger. For 1 minute, any creature that hits the target with a melee attack takes force damage equal to a roll of your Bardic Inspiration die.
6	Tale of the Traveler. The target gains temporary hit points equal to a roll of your Bardic Inspiration die + your bard level. While it has these temporary hit points, the target's walking speed increases by 10 feet and it gains a +1 bonus to its AC.
7	Tale of the Beguiler. The target must succeed on a Wisdom saving throw or take psychic damage equal to two rolls of your Bardic Inspiration die, and the target is incapacitated until the end of its next turn.
8	Tale of the Phantom. The target becomes invisible until the end of its next turn or until it hits a creature with an attack. If it hits a creature with an attack during this invisibility, the creature it hits takes necrotic damage equal to a roll of your Bardic Inspiration die and is frightened of the target until the end of the frightened creature's next turn.
9	Tale of the Brute. Each creature of the target's choice it can see within 30 feet of it must make a Strength saving throw. On a failed save, a creature takes thunder damage equal to three rolls of your Bardic Inspiration die and is knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.
10	Tale of the Dragon. The target spews fire from the mouth in a 30-foot cone. Each creature in that area must make a Dexterity saving throw, taking fire damage equal to four rolls of your Bardic Inspiration die on a failed save, or half as much damage on a successful one.
11	Tale of the Angel. The target regains hit points equal to two rolls of your Bardic Inspiration die + your Charisma modifier, and you end one condition from the following list affecting the target: blinded, deafened, paralyzed, petrified, or poisoned.
12	Tale of the Mind-Bender You invoke an incomprehensible fable from an otherworldly being. The target must succeed on an Intelligence saving throw or take psychic damage equal to three rolls of your Bardic Inspiration die and be stunned until the end of its next turn.

Mystical Connection (Level 14)

You now have the ability to nudge the spirits of Tales from Beyond toward certain tales. Whenever you roll on the Spirit Tales table, you can roll the die twice and choose which of the two effects to bestow. If you roll the same number on both dice, you can ignore the number and choose any effect on the table.

College of Swords *(Xanathar's Guide to Everything)*

Bards of the College of Swords are called blades, and they entertain through daring feats of weapon prowess. Blades perform stunts such as sword swallowing, knife throwing and juggling, and mock combats. Though they use their weapons to entertain, they are also highly trained and skilled warriors in their own right.

Their talent with weapons inspires many blades to lead double lives. One blade might use a circus troupe as cover for nefarious deeds such as assassination, robbery, and blackmail. Other blades strike at the wicked, bringing justice to bear against the cruel and powerful. Most troupes are happy to accept a blade's talent for the excitement it adds to a performance, but few entertainers fully trust a blade in their ranks.

Blades who abandon their lives as entertainers have often run into trouble that makes maintaining their secret activities impossible. A blade caught stealing or engaging in vigilante justice is too great a liability for most troupes. With their weapon skills and magic, these blades either take up work as enforcers for thieves' guilds or strike out on their own as adventurers.

Bonus Proficiencies (Level 3)

When you join the College of Swords at 3rd level, you gain proficiency with medium armor and the scimitar.

If you're proficient with a simple or martial melee weapon, you can use it as a spellcasting focus for your bard spells.



Fighting Style (Level 3)

At 3rd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

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.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Blade Flourish (Level 3)

At 3rd level, you learn to conduct impressive displays of martial prowess and speed.

Whenever you take the Attack action on your turn, your walking speed increases by 10 feet until the end of the turn, and if a weapon attack that you make as part of this action hits a creature, you can use one of the following Blade Flourish options of your choice. You can use only one Blade Flourish option per turn.

- **Defensive Flourish.** You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You also add the number rolled to your AC until the start of your next turn.
- **Slashing Flourish.** You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit and to any other creature of your choice that you can see within 5 feet of you. The damage equals the number you roll on the Bardic Inspiration die.
- **Mobile Flourish.** You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You can also push the target up to 5 feet away from you, plus a number of feet equal to the number you roll on that die. You can then immediately use your reaction to move up to your walking speed to an

unoccupied space within 5 feet of the target.

Extra Attack (Level 6)

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Master's Flourish (Level 14)

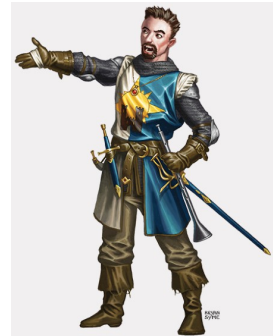
Starting at 14th level, whenever you use a Blade Flourish option, you can roll a d6 and use it instead of expending a Bardic Inspiration die.

College of Tactics **(Tome of Heroes)**

Bards of the College of Tactics are calculating strategists who scour historical records of famous battles for tricks they can use to give their own troops, and those of their patrons, an edge on the battlefield. Members of this college travel from war zone to combat site and interview the veterans of those engagements, trying to discern how the victors won the day and leveraging that information for their personal glory.

Combat Tactician (Level 3)

When you join the College of Tactics at 3rd level, you gain proficiency with medium armor, shields, and one martial weapon of your choice. In addition, you can use Bardic Inspiration a number of times equal to your Charisma modifier (a minimum of 1) + your proficiency bonus. You regain expended uses when you finish a long rest (or short rest if you have the Font of Inspiration feature), as normal.



Setting the Board (Level 3)

Also at 3rd level, you can move your allies into more advantageous positions, just as a general moves troop markers on a map. As a bonus action, you can command up to three willing allies who can see or hear you to use a reaction to move. Each target can move up to half its speed. This movement doesn't provoke opportunity attacks.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Song of Strategy (Level 6)

Beginning at 6th level, you can share your tactical knowledge with your allies in the heat of battle. A creature that has a Bardic Inspiration die from you can roll that die and perform one of the following strategies. For the purpose of these strategies, "you" refers to the creature with the Bardic Inspiration die.

- **Bait and Bleed.** If you take the Dodge action, you can make one melee attack against a creature that is within 5 feet of you, adding the number rolled to your attack roll.
- **Counter Offensive.** If you take damage from a creature, you can use your reaction to make one attack against your attacker, adding the number rolled to your attack roll. You can't use this strategy if the attacker is outside your weapon's normal range or reach.
- **Distraction.** You can take the Disengage action as a bonus action, increasing your speed by 5 feet × the number rolled.
- **Frightening Charge.** If you take the Dash action, you can make one melee attack at the end of the movement, adding the number rolled to your attack roll. If the attack is a critical hit, the target is frightened until the start of your next turn.
- **Hold Steady.** If you take the Ready action and the trigger for the readied action doesn't occur, you can make one weapon or spell attack roll after all other creatures have acted in the round, adding the number rolled to the attack roll.
- **Indirect Approach.** If you take the Help action to aid a friendly creature in attacking a creature within 5 feet of you, the friendly creature can add the number rolled to their attack roll against the target, and each other friendly

creature within 5 feet of you has advantage on its first attack roll against the target.

Ablative Inspiration (Level 14)

Starting at 14th level, when you take damage from a spell or effect that affects an area, such as the fireball spell or a dragon's breath weapon, you can expend one use of your Bardic Inspiration as a reaction to redirect and dissipate some of the spell's power. Roll the Bardic Inspiration die and add the number rolled to your saving throw against the spell. If you succeed on the saving throw, each friendly creature within 10 feet of you is also treated as if it succeeded on the saving throw.

College of the Cat **(Tome of Heroes)**

Scholars and spies, heroes and hunters: whether wooing an admirer in the bright sunlight or stalking prey under the gentle rays of the moon, bards of the College of the Cat excel at diverse skills and exhibit contrary tendencies. The adventurous spirits who favor the College of the Cat let their curiosity and natural talents get them into impossible places. Most are skilled, cunning, and vicious enough to extricate themselves from even the most dangerous situations.

Bonus Proficiencies (Level 3)

When you join the College of the Cat at 3rd level, you gain proficiency with the Acrobatics and Stealth skills and with thieves' tools if you don't already have them. In addition, if you're proficient with a simple or martial melee weapon, you can use it as a spellcasting focus for your bard spells.



Inspired Pounce (Level 3)

Also at 3rd level, you learn to stalk unsuspecting foes engaged in combat with your allies. When an ally you can see uses one of your Bardic Inspiration dice on a weapon attack roll against a creature, you can use your reaction to move up to half your speed and make one melee weapon attack against that creature. You gain a bonus on your attack roll equal to the result of the spent Bardic Inspiration die.

When you reach 6th level in this class, you gain a climbing speed equal to your walking speed, and when you use Inspired Pounce, you can move up to your speed as part of the reaction.

My Claws Are Sharp (Level 6)

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. In addition, when you use two-weapon fighting to make an attack as a bonus action, you can give a Bardic Inspiration die to a friendly creature within 60 feet of you as part of that same bonus action.

Catlike Tread (Level 14)

Starting at 14th level, while a creature has one of your Bardic Inspiration dice, it has advantage on Dexterity (Stealth) checks. When you have no uses of Bardic Inspiration left, you have advantage on Dexterity (Stealth) checks.

College of Valor *(Player's Handbook)*

Bards of the College of Valor are daring skalds whose tales keep alive the memory of the great heroes of the past, and thereby inspire a new generation of heroes. These bards gather in mead halls or around great bonfires to sing the deeds of the mighty, both past and present. They travel the land to witness great events firsthand and to ensure that the memory of those events doesn't pass from the world. With their songs, they inspire others to reach the same heights of accomplishment as the heroes of old.

Bonus Proficiencies (Level 3)

When you join the College of Valor at 3rd level, you gain proficiency with medium armor, shields, and martial weapons.

Combat Inspiration (Level 3)

When you join the College of Valor at 3rd level, you learn to use your inspiring presence to lead others in battle. Creatures that have Bardic Inspiration dice that you gave them can roll that die and add the number rolled to a weapon damage roll it just made.

Alternatively, when the creature is attacked, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack.

Extra Attack (Level 6)

Starting at 6th level, you can attack one extra time whenever you take the Attack action on your turn.

Battle Magic (Level 14)

At 14th level, you have mastered the art of weaving spellcasting and weapon use into a single harmonious act. When you use your action to cast a bard spell, you can make one weapon attack as a bonus action.

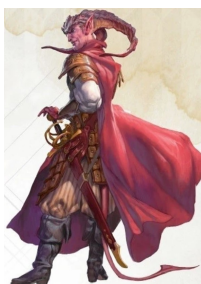
College of Whispers *(Xanathar's Guide to Everything)*

Most folk are happy to welcome a bard into their midst. Bards of the College of Whispers use this to their advantage. They appear to be like any other bard, sharing news, singing songs, and telling tales to the audiences they gather.

In truth, the College of Whispers teaches its students that they are wolves among sheep. These bards use their knowledge and magic to uncover secrets and turn them against others through extortion and threats.

Many other bards hate the College of Whispers, viewing it as a parasite that uses the bards' reputation to acquire wealth and power.

For this reason, these bards rarely reveal their true nature unless they must. They typically claim to follow some other college, or keep their true nature secret in order to better infiltrate and exploit royal courts and other settings of power.



Psychic Blades (Level 3)

When you join the College of Whispers at 3rd level, you gain the ability to make your weapon attacks magically toxic to a creature's mind.

When you hit a creature with a weapon attack, you can expend one use of your Bardic Inspiration to deal an additional 2d6 psychic damage to that target. You can do so only once per round on your turn.

The psychic damage increases when you reach certain levels in this class, increasing to 3d6 at 5th level, 5d6 at 10th level, and 8d6 at 15th level.

Words of Terror (Level 3)

At 3rd level, you learn to infuse innocent-seeming words with an insidious magic that can inspire terror.

If you speak to a humanoid alone for at least 1 minute, you can attempt to seed paranoia and fear into its mind. At the end of the conversation,



the target must succeed on a Wisdom saving throw against your spell save DC or be frightened of you or another creature of your choice. The target is frightened in this way for 1 hour, until it is attacked or damaged, or until it witnesses its allies being attacked or damaged.

If the target succeeds on its saving throw, the target has no hint that you tried to frighten it.

Once you use this feature, you can't use it again until you finish a short rest or long rest.

Mantle of Whispers (Level 6)

At 6th level, you gain the ability to adopt a humanoid's persona. When a humanoid dies within 30 feet of you, you can magically capture its shadow using your reaction. You retain this shadow until you use it or you finish a long rest.

You can use the shadow as an action. When you do so, it vanishes, magically transforming into a disguise that appears on you. You now look like the dead person, but healthy and alive. This disguise lasts for 1 hour or until you end it as a bonus action.

While you're in the disguise, you gain access to all information that the humanoid would freely share with a casual acquaintance. Such information includes general details on its background and personal life, but doesn't include secrets. The information is enough that you can pass yourself off as the person by drawing on its memories.

Another creature can see through this disguise by succeeding on a Wisdom (Insight) check contested by your Charisma (Deception) check. You gain a +5 bonus to your check.

Once you capture a shadow with this feature, you can't capture another one with it until you finish a short or long rest.

Shadow Lore (Level 14)

At 14th level, you gain the ability to weave dark magic into your words and tap into a creature's deepest fears.

As an action, you magically whisper a phrase that only one creature of your choice within 30 feet of you can hear. The target must make a Wisdom saving throw against your spell save DC. It automatically succeeds if it doesn't share a language with you or if it can't hear you. On a successful saving throw, your whisper sounds like unintelligible mumbling and has no effect.

If the target fails its saving throw, it is charmed by you for the next 8 hours or until you or your allies attack or damage it. It interprets the whispers as a description of its most mortifying secret.

While you gain no knowledge of this secret, the target is convinced you know it. While charmed in this way, the creature obeys your commands for fear that you will reveal its secret. It won't risk its life for you or fight for you, unless it was already inclined to do so. It grants you favors and gifts it would offer to a close friend.

When the effect ends, the creature has no understanding of why it held you in such fear.

Once you use this feature, you can't use it again until you finish a long rest.