



ALTERNATE BARD



HOMEBREW

Become the Wandering Master of Musical Magic you were Meant to Be!

THE BARD

An elderly man in a extravagant purple coat stepped out of the shadows into the middle of the giant lord's stronghold. With the eyes of all his foes on him, he began to play a masterful song ridiculing the frost giant lord. As the multitude of foes closed around on him, the elderly musician's heroic companions jumped from the battlements, and motivated by the wondrous song, they made quick work of the giant and his horde.

The sprightly halfling let forth a mighty blast on her war horn and led the charge toward the hobgoblin legion. Not to be outdone, and inspired by the bravery of the halfling in her shining armor, the heroes drew their weapons and ran forward. When the battle was won, the valiant halfling sat down to write a ballad of the heroics of the day.

A man of otherworldly beauty and grace stood before the townsfolk against the backdrop of a dark and rainy night. For uncounted years, this town had been living under the brutal rule of an evil vampire lord. After many hopeless years, the tales told by this strangely beautiful man had given the townsfolk hope that together they could overthrow their undead overlord.

All three of the heroes described above are considered Bards. The versatile performers wander the world collecting tales, talents, knowledge, and unique magical abilities which they use to motivate and inspire heroism in their comrades.

THE SONG OF CREATION

The first tale every bardic mentor imparts to their protégé is the *Song of Creation*. Though the myth has many variations, they all tell of the multiverse being created by the song. All Bards learn to draw upon the creative power of this song to work their signature magic to inspire greatness in others.

While not all Bards are wandering musicians, they each learn to draw upon the song of creation in their own unique way. Whether through their speech, songs, or art, all Bards recognize the magical power of spoken words. While their magic may not be as powerful or wondrous as a Wizard or Cleric, their subtle and versatile abilities allow Bards and their allies to overcome nearly any challenge they may face.

WONDROUS WANDERERS

True practitioners of bardic magic aren't common. Not every minstrel or jester is a true Bard. Learning to channel the song of creation requires natural talent and dedication. True Bards spend their lives wandering the land gathering local legends, secret lore, and unique magic. No two Bards are ever alike.

Bards are marked by an unquenchable desire to learn new things, master new skills, and gather strange tales. For these travelers, the call of adventure is nearly impossible to resist. They often find themselves in the company of heroes delving into forgotten tombs, deciphering ancient scrolls, and on the hunt for strange exotic creatures. Any Bard that can tell an awe-inspiring story from personal experience earns renown among other Bards. Indeed, after telling stories about heroes accomplishing mighty deeds, many Bards take these themes to heart and assume heroic roles themselves.



CREATING YOUR BARD

When creating your Bard, the most important thing for you to consider is your Bard's *Muse*, or inspiration. Do they seek out beauty in the world, writing ballads and songs inspired by the sights they see? Maybe they find their inspiration in tales of selfless heroism and travel the world seeking the next hero of the realm? Or, maybe the lure of power and influence is what drives your Bard to travel the land gathering lore and magic.

Also, consider your Bard's preferred style of performance and how it makes them unique from other Bards. Are they a virtuoso, known throughout the land for their skill with their signature musical instrument? Or, are they a rowdy teller of tales who only performs in the cheapest tavern in each town?

MULTICLASSING AND THE BARD

If your group uses the optional multiclassing rule, here is what you need to know should you choose to take your first level in the Bard class.

Ability Score Minimum. As a multiclass character, you must have a minimum Charisma score of 13 in order to take your first level in Bard, or to take a level in another class if you are already a Bard.

Proficiencies Gained. If Bard is not your initial class, you gain proficiency in light armor, one skill from the Bard skill list, and one musical instrument when you take your first level in the Bard class.

Spell Slots. Add half your levels (rounded down) in the Bard class to the appropriate levels from other classes to determine available spell slots.



THE BARD

| Level | PB | Features | Cantrips Known | Spells Known | 1st | 2nd | 3rd | 4th | 5th | Bardic Insp. |
|-------|----|-----------------------------------|----------------|--------------|-----|-----|-----|-----|-----|--------------|
| 1st | +2 | Bardic Inspiration, Folklore | — | — | — | — | — | — | — | d6 |
| 2nd | +2 | Song of Rest, Spellcasting | 2 | 3 | 2 | — | — | — | — | d6 |
| 3rd | +2 | Bardic Tradition, Magical Secrets | 2 | 3 | 3 | — | — | — | — | d6 |
| 4th | +2 | Ability Score Improvement | 3 | 4 | 3 | — | — | — | — | d6 |
| 5th | +3 | Tradition Feature | 3 | 5 | 4 | 2 | — | — | — | d8 |
| 6th | +3 | Countersong, Magical Secrets | 3 | 5 | 4 | 2 | — | — | — | d8 |
| 7th | +3 | Folklore, Font of Inspiration | 3 | 6 | 4 | 3 | — | — | — | d8 |
| 8th | +3 | Ability Score Improvement | 3 | 6 | 4 | 3 | — | — | — | d8 |
| 9th | +4 | Musical Expertise | 3 | 7 | 4 | 3 | 2 | — | — | d8 |
| 10th | +4 | Folklore, Magical Secrets | 4 | 7 | 4 | 3 | 2 | — | — | d8 |
| 11th | +4 | Tradition Feature | 4 | 8 | 4 | 3 | 3 | — | — | d10 |
| 12th | +4 | Ability Score Improvement | 4 | 8 | 4 | 3 | 3 | — | — | d10 |
| 13th | +5 | — | 4 | 9 | 4 | 3 | 3 | 1 | — | d10 |
| 14th | +5 | Folklore, Magical Secrets | 4 | 9 | 4 | 3 | 3 | 1 | — | d10 |
| 15th | +5 | Tradition Feature | 4 | 10 | 4 | 3 | 3 | 2 | — | d10 |
| 16th | +5 | Ability Score Improvement | 4 | 10 | 4 | 3 | 3 | 2 | — | d10 |
| 17th | +6 | — | 4 | 11 | 4 | 3 | 3 | 3 | 1 | d12 |
| 18th | +6 | Magical Secrets | 4 | 11 | 4 | 3 | 3 | 3 | 1 | d12 |
| 19th | +6 | Ability Score Improvement | 4 | 12 | 4 | 3 | 3 | 3 | 2 | d12 |
| 20th | +6 | Folklore, Mythic Performance | 4 | 12 | 4 | 3 | 3 | 3 | 2 | d12 |

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per Bard level

Hit Points at 1st Level: 8 + your Constitution modifier.

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

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords.

Tools: One musical instrument, and any two artisan's tools, gaming sets, or musical instruments of your choice.

Saving Throws: Dexterity, Charisma

Skills: Choose three from Acrobatics, Arcana, Deception, History, Insight, Investigation, Perception, Performance, Persuasion, Religion, Sleight of Hand, or Stealth.

EQUIPMENT

As a Bard, you start with the following equipment:

- (a) a rapier, (b) a longsword, or (c) any simple weapon
- (a) leather armor or (b) a chain shirt
- (a) a diplomat's pack or (b) an entertainer's pack
- One musical instrument of your choice and a dagger

QUICK BUILD

You can make a Bard quickly by following these suggestions. First, make Charisma your highest ability score, followed by Dexterity. Second, choose the Entertainer background.

BARDIC INSPIRATION

Starting at 1st level, you can inspire heroism with your words and music. When you, or a creature within 60 feet that can hear you makes an ability check, attack roll, or saving throw, you can use a reaction to expend a use of Bardic Inspiration, roll your Bardic Inspiration die, and add it to the result of its roll. You can use this reaction after the creature rolls, but before you know if the roll results in a success or a failure.

Your Bardic Inspiration die begins as a d6, and increases in size when you reach certain levels in this class, as shown in the Bardic Inspiration column of the Bard table above.

You have a number of uses of Bardic Inspiration equal to 1 + your Charisma modifier (minimum of 1), and you regain all of your expended uses when you finish a short or long rest.

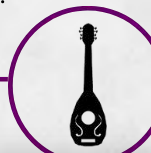
FOLKLORE

You have traveled far and wide and have gleaned various bits of knowledge. Also at 1st level, choose a combination of two Bard class skills, musical instruments, or languages.

If you were not already, you gain the chosen proficiency, or learn to speak, read, and write that language. If you choose a skill or tool you are already proficient in, you gain a bonus to your checks equal to one roll of your Bardic Inspiration die.

At certain Bard levels, you pick up additional talents and skills. Another Bard skill, instrument, or language of your choice gains this benefit at 7th, 10th, 14th, and 20th level.

Once you gain a Bardic Inspiration die bonus to a skill or tool from this feature, you can't select that proficiency again.



SONG OF REST

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 additional hit points equal to one roll of your Bardic Inspiration Die.

SPELLCASTING

Also at 2nd level, you learn to use your performative ability to draw upon the song of creation to produce wondrous spells:

CANTRIPS

You learn two cantrips of your choice from the Bard spell list. You learn an additional Bard cantrip at 4th and 10th level, 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 a Bard spell, you must expend a slot of the spell's level or higher, and you regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *healing word* and have a 1st-level and a 2nd-level spell slot available, you can cast *healing word* using either of your spell slots.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

At 2nd level, you learn three 1st-level spells of your choice from the Bard spell list at the end of this class description.

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

Whenever you gain a Bard level, you can choose a Bard spell you know and replace it with another Bard spell of your choice which must also be of a level for which you have spell slots.

SPELLCASTING FOCUS

You can use any musical instrument that you are proficient with as a spellcasting focus for any Bard spells that you know.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for any Bard spells you know, as 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, when setting the saving throw DC for a Bard spell, 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 use your varied knowledge to cast the ritual version of any Bard spell you know so long as it has the ritual tag.

BARDIC TRADITION

At 3rd level, you choose the Bardic Tradition to represent the various skills and knowledge you have gained in your travels: Fool, Loremaster, or Skald.

Your Bardic Tradition grants you features at 3rd level, and again when you reach 5th, 11th, and 15th level in this class.

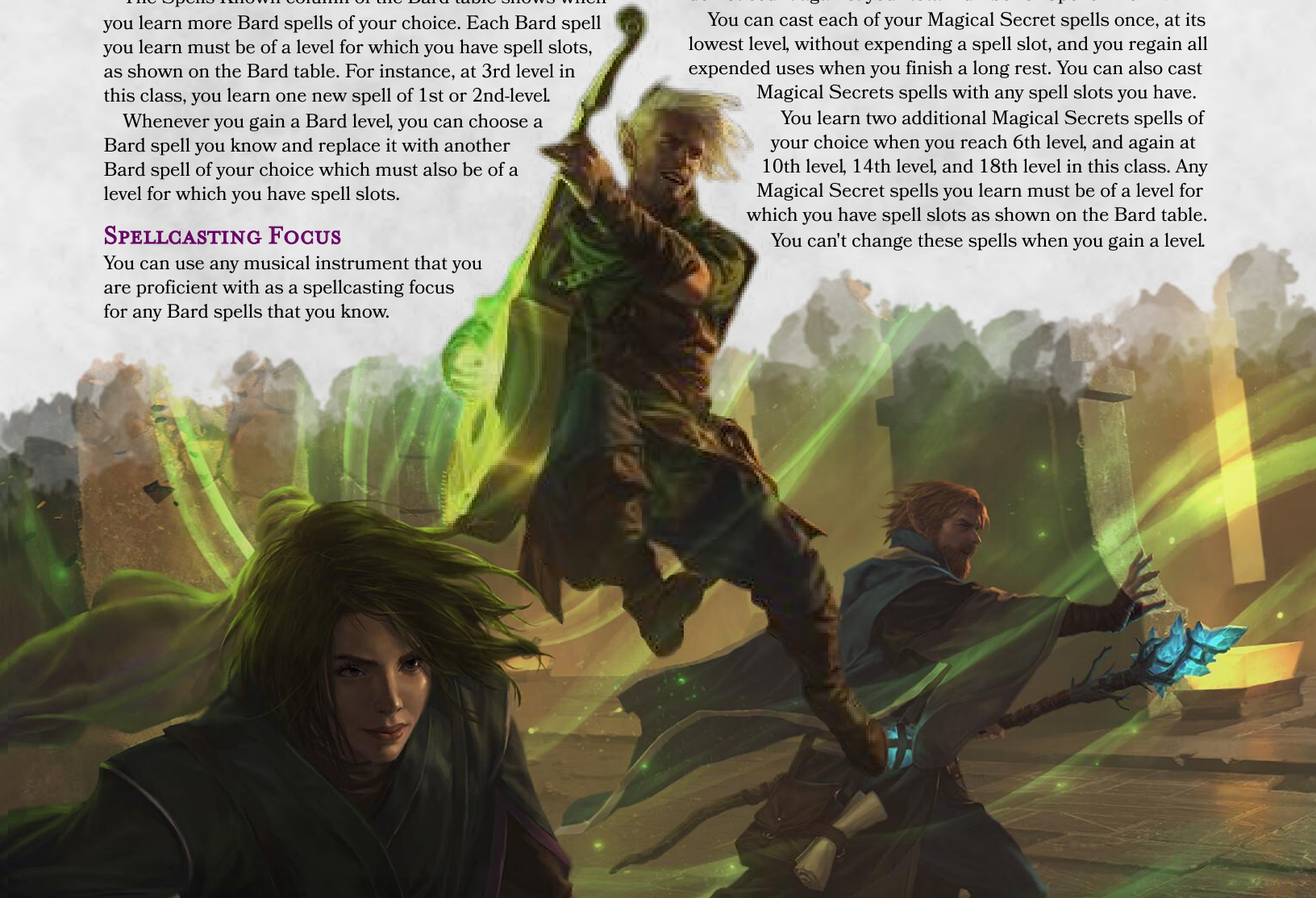
MAGICAL SECRETS

In your varied travels you have plundered magical knowledge from an assortment of disciplines. At 3rd level, you learn two 1st-level spells of your choice from any class spell list. These Magical Secrets spells become Bard spells for you, but they do not count against your total number of Spells Known.

You can cast each of your Magical Secret spells once, at its lowest level, without expending a spell slot, and you regain all expended uses when you finish a long rest. You can also cast Magical Secrets spells with any spell slots you have.

You learn two additional Magical Secrets spells of your choice when you reach 6th level, and again at 10th level, 14th level, and 18th level in this class. Any Magical Secret spells you learn must be of a level for which you have spell slots as shown on the Bard table.

You can't change these spells when you gain a level.



ABILITY SCORE IMPROVEMENT

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

COUNTERSONG

Starting at 6th level, you can use the magical power of your bardic performances to disrupt enemy spellcasting. When a creature you can hear within 60 feet casts a spell with a verbal component, you can use your reaction to perform a discordant tone, expending one or more uses of Bardic Inspiration, and attempt to disrupt the creature's spell.

Roll a number of Bardic Inspiration Dice equal to the uses you expended, and add your Charisma modifier to the result. If the total is equal to, or higher than, 8 + the level of the spell, it fails and has no effect.

FONT OF INSPIRATION

Your bardic power flows like water between magic and song. Beginning at 7th level, you can use an action on your turn to expend a spell slot and regain a number of expended uses of Bardic Inspiration equal to the level of the spell slot expended.

You can also use an action to expend any number of uses of your Bardic Inspiration to regain an expended spell slot of a level equal to the number of Bardic Inspiration spent.

MUSICAL EXPERTISE

The song of creation propels your performative abilities to supernatural heights. Starting at 9th level, you add double your proficiency bonus to any ability check you make that uses a musical instrument you are proficient with.

Also, when you roll initiative and have no uses of your Bardic Inspiration left, you instantly regain one use.

MYTHIC PERFORMANCE

At 20th level, your words and song inspire legendary feats of heroism. If you begin your turn with no uses of your Bardic Inspiration left, you instantly regain one expended use.

BARDIC TRADITION

Choose the Bardic Tradition that best represents the various skills and abilities of your Bard: Fool, Loremaster, or Skald.

FOOL

Bards who count themselves among this Tradition use crude stories, daring acrobatics, and cutting jokes to entertain and cajole audiences. Where other Bards seek out forgotten lore or tales of bravery, Fools recount embarrassing and satirical stories to undermine the plans of those in power. Their sharp wit and acrobatics make them slippery opponents in battle.

SATIRICAL THEATRICALS

3rd-level Fool Tradition feature

You gain the skills to pass as a bumbling nincompoop. You gain proficiency in Acrobatics and Sleight of Hand. If you are already proficient in either of these skills you instead gain proficiency in another skill from the Bard skill list.

CUTTING WORDS

3rd-level Fool Tradition feature

You know just the right thing to say to distract, confuse, and sap the confidence of others. When a creature that can hear you within 60 feet makes an ability check, attack roll, or rolls for damage, you can use a reaction to expend a use of Bardic Inspiration, roll your Bardic Inspiration Die, and subtract it from the creature's roll. You can use this reaction after the creature rolls, but before it is determined if its roll succeeds or fails, or the creature deals its damage.

TUMBLING FOOL

3rd-level Fool Tradition feature

You have learned to move about in a strange yet entertaining manner. You can take the Dash action as a bonus action on your turn. Whenever you take the Dash action, you gain the benefits listed below until the end of your current turn:

- Opportunity attacks against you have disadvantage.
- You gain a climbing speed equal to your walking speed.
- You can move through the space of any creature equal to you in size, or larger, without expending extra movement.
- You reduce falling damage you take by an amount equal to your level + your Charisma modifier (minimum of 1).



SHARP WIT

5th-level Fool Tradition feature

You can use sarcasm and wit to distract those who would do you harm. When a creature you can see within 60 feet targets you with an attack, you can use your Cutting Words reaction without expending a use of your Bardic Inspiration.

Also, whenever you use your Cutting Words reaction, and it causes the creature to miss with an attack that would have hit, or fail an ability check that would have succeeded, it takes psychic damage equal to a roll of your Bardic Inspiration die.

WONDROUS TUMBLER

11th-level Fool Tradition feature

You can embellish your natural acrobatic talents with bardic magic. When you take the Dash action, you can expend a use of Bardic Inspiration to gain one of the following benefits:

Disappearing Act. You turn invisible and can move about without making a sound for 10 minutes. This invisibility ends early if you attack or force a creature to make a saving throw.

Misdirection. You disappear, only to instantly reappear in an unoccupied space that you can see within 30 feet.

FOOL'S LUCK

15th-level Fool Tradition feature

You can capitalize on comical failures to regain some of your bardic magic. Whenever you fail an ability check, attack roll, or saving throw, you can choose to fail in comical fashion and regain one expended use of your Bardic Inspiration.

When you choose to fail in this way, the consequences of your failure should be mildly worse, at the discretion of the DM.

LOREMASTER

The Bards known as Loremasters travel the world collecting bits of knowledge about everything they can. From scholarly tomes and religious texts to tavern tales and superstitions of local peasants, these travelers value stories of all kinds. The loyalty of these Bards lies above all in the pursuit of beauty and truth, not in fealty to a monarch or the tenets of a deity.

ADDITIONAL MAGICAL SECRETS

3rd-level Loremaster Tradition feature

Your knowledge of various magical traditions exceeds even that of your fellow Bards. You learn one additional 1st-level Magical Secret spell of your choice.

Also, whenever you learn additional Magical Secrets you learn three spells of your choice, instead of the normal two.

JACK OF ALL TRADES

3rd-level Loremaster Tradition feature

In your many wanderings you have learned much about many things. You can add half your proficiency bonus to any ability check you make that doesn't include your proficiency bonus.

In addition, you gain proficiency in two of the following skills of your choice: Arcana, History, Nature, or Religion.

POTENT PERFORMER

5th-level Loremaster Tradition feature

Whenever you cast a Bard spell that deals thunder or psychic damage, or restores hit points to a creature, you can add your Charisma modifier (minimum of +1) to the damage roll or the number of hit points restored by the spell.

Moreover, whenever you roll a Bardic Inspiration die, you can roll it twice and use the higher result.





WONDROUS SUCCESS

11th-level Loremaster Tradition feature

Your skills are beyond reproach. When you use your Bardic Inspiration reaction to add to an ability check, you can invoke a magical success. When you do, the creature automatically succeeds on its ability check in an overtly magical fashion.

Once you use your Bardic Inspiration in this way you must finish a short or long rest before you can do so again.

INSPIRATION & MAGICAL SUCCESS

With their Wondrous Success feature a Loremaster Bard can allow a creature to automatically succeed on any one ability check it makes once per rest.

Remember, characters should only make ability checks when the DM calls for an ability check, and ability checks should not be called for unless there is a chance, however small, of a successful result.

BURST OF INSPIRATION

15th-level Loremaster Tradition feature

Your speech and song are laced with powerful bardic magic, inspiring all who hear you. When you use your Bardic Inspiration reaction on a creature other than yourself, creatures of your choice within 10 feet of your target can add one roll of your Bardic Inspiration die to the first ability check, attack roll, or saving throw they make before the beginning of your next turn.

SKALD

Bards of this Tradition are no strangers to adventure. Unlike other Bards that sing the tales of heroes from ages long past, Skalds seek to inspire new legends. They seek out bands of adventurers and potential heroes, hoping to use their magic to inspire them to great feats worthy of song and legend.

BARDIC WARRIOR

3rd-level Skald Tradition feature

In your desire to stand among the heroes of legend you have learned to hold your own in battle. You gain proficiency with martial weapons, shields, and heavy armor.

Also, when you are wielding a weapon or shield in both of your hands, your voice counts as a musical instrument for the purposes of casting Bard spells or using other Bard features.

COMBAT INSPIRATION

3rd-level Skald Tradition feature

You use your bardic magic to inspire feats of valor in battle. When you or a creature that can hear you within 60 feet hits a creature with a weapon attack, you can use your reaction to expend one use of your Bardic Inspiration, roll your Bardic Inspiration die, and add the result to the damage roll.

EXTRA ATTACK

5th-level Skald Tradition feature

You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one Bard cantrip you know in place of one of these attacks.

GALLANT CHARGE

5th-level Skald Tradition feature

When you roll initiative, you can expend a use of your Bardic Inspiration to rally a heroic charge. You, and any creatures of your choice within 15 feet that can hear you gain a bonus to their initiative rolls equal to a roll of your Bardic Inspiration.

You can't use this feature when incapacitated or surprised.

RINGING STRIKES

11th-level Skald Tradition feature

You empower your strikes with bardic magic. Whenever you hit a creature with a weapon attack, you deal bonus thunder damage equal to one roll of your Bardic Inspiration die.

Also, you can choose for your Combat Inspiration bonus damage to be thunder in place of the weapon's damage type.

HEROIC BALLAD

15th-level Skald Tradition feature

Your words motivate others to ever greater feats of gallantry. When you use Combat Inspiration you can also grant the target temporary hit points equal to one roll of your Bardic Inspiration die + your Charisma modifier (minimum of 1).



BARD SPELL LIST

Below are the spells available to Bards. They are organized by spell level, not character level. The spells below are found in the *Player's Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***. Any spell that can be cast as a ritual is marked with the (ritual) tag.

Any spells marked with a *B* are exclusive to the Alternate Bard class, and they can be found on the following pages.

CANTRIPS (0-LEVEL)

blade ward
booming blade ^{TCoE}
dancing lights
friends ^B
glitterbeam ^B
guidance
light
mage hand
mending
message
mind sliver ^{TCoE}
minor illusion
prestidigitation
resistance
spare the dying
thunderclap ^{XGtE}
toll the dead ^{XGtE}
true strike
vicious mockery ^B

1ST-LEVEL

animal friendship
bane
beast bond ^{XGtE}
cause fear ^{XGtE}
ceremony ^{XGtE}
charm person
color spray
command
comprehend languages
cure wounds
detect magic (ritual)
disguise self
dissonant whispers
earth tremor ^{XGtE}
faerie fire
feather fall
healing word
heroism
hideous laughter
identify (ritual)
illusory script (ritual)
inspiring melody ^B
longstrider
silent image
sleep
speak with animals (ritual)
thunderous smite
thunderwave
unseen servant (ritual)

2ND-LEVEL

aid
animal messenger (ritual)
blindness/deafness
calm emotions
cloud of daggers
crown of madness
detect thoughts
enhance ability
enlarge/reduce
enthrall
heat metal
hold person
invisibility
knock
lesser restoration
locate object
magic mouth
mirror image
phantasmal force
pyrotechnics ^{XGtE}
see invisibility
shatter
silence (ritual)
skywrite (ritual)
song of confidence ^B
suggestion
zone of truth

3RD-LEVEL

bestow curse
clairvoyance
dispel magic
enemies abound
fear
feign death (ritual)
glyph of warding
haste
heroic anthem ^B
hypnotic pattern
major image
mass healing word
nondetection
sending
slow
sonic wave ^B
speak with dead
stinking cloud
thunderstep ^{XGtE}
tiny hut (ritual)
tongues

4TH-LEVEL

banishment
charm monster ^{XGtE}
compulsion
confusion
dimension door
dominate beast
freedom of movement
greater invisibility
hallucinatory terrain
locate creature
phantasmal killer
polymorph
revitalizing hymn ^B

5TH-LEVEL

animate object
awaken
dominate person
dream
geas
greater restoration
hold monster
legend lore
legendary ballad ^B
mass cure wounds
mislead
modify memory
planar binding
raise dead
screaming
seeming
skill empowerment ^{XGtE}
synaptic static ^{XGtE}
telepathic bond (ritual)
teleportation circle



BARD SPELLS

The following spells are available exclusively to the Bard class and are presented in order of ascending spell level.

FRIENDS

Enchantment cantrip

Casting Time: 1 action

Range: Self

Components: S, M (a small amount of makeup applied to the face as this spell is cast)

Duration: Concentration, up to 1 minute

You lace your words with soothing magic and force a creature of your choice that can hear and understand you to make a Wisdom saving throw. On a failure, you have advantage on all Charisma checks directed at that creature for the duration.

On a successful save, the creature realizes that you used magic to attempt to influence it and becomes hostile toward you. A creature prone to violence might attack you, and other creatures might seek retribution against you in other ways.

GLITTERBEAM

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You project a beam of twinkling lights at a creature or object within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 radiant damage. Until a creature uses an action to remove the glitter, a target hit by this spell emits bright light in a 5-foot radius and has disadvantage on any Dexterity (Stealth) checks it makes to hide or conceal itself.

At Higher Levels. The damage of this spell increases by 1d8 at 5th (1d8), 11th (3d8), and 17th level (4d8).

VICIOUS MOCKERY

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You unleash a string of provoking words at a creature that can hear and understand you within range. The creature must succeed on a Wisdom saving throw, or it takes 1d4 psychic damage and has disadvantage on attack rolls against targets other than you until the start of your next turn.

At Higher Levels. This spell's damage increases by 1d4 when you reach 5th (2d4), 11th (3d4), and 17th level (4d4).

INSPIRING MELODY

1st-level enchantment

Casting Time: 1 action

Range: Self (10 feet)

Components: V, M (a musical instrument worth at least 1 gp)

Duration: Concentration, up to 1 minute

You play a tune that inspires those who hear it to stand and fight. One creature of your choice that can hear you within range gains temporary hit points equal to your spellcasting ability modifier (minimum of 1 temporary hit point).

As a bonus action on each subsequent turn, you can use an instrument to play this tune again and grant another creature that can hear you within range these temporary hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the range increases by 5 feet and

you can grant one additional target temporary hit points each time you play, for each slot level above 1st.





SONIC WAVE

3rd-level conjuration

Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S
Duration: Instantaneous

You forcefully clasp your hands together and a shockwave of booming force shoots forth from you, emitting a boom audible out to 500 feet. All creatures in a 30-foot cone must succeed on a Constitution saving throw or take 4d8 thunder damage, fall prone, and be deafened for 1 minute. On a success, they take half as much damage and are not knocked prone or deafened.

A creature can repeat the Constitution saving throw at the end of each of its turns, and on a success it is no longer deafened.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the initial thunder damage dealt by the spell increases by 1d8, and the size of the cone grows by 5 feet for each slot level above 3rd.

SONG OF CONFIDENCE

2nd-level enchantment

Casting Time: 1 action
Range: Self (15 feet)
Components: V, M (a musical instrument worth at least 1 gp)
Duration: Concentration, up to 1 minute

You play a song that inspires those who hear it to live up to their full potential. Choose an ability score. Creatures of your choice within range that can hear you add your spellcasting modifier (minimum of +1) to ability checks or saving throws using the chosen ability score until the start of your next turn.

As a bonus action on each subsequent turn, you can use an instrument to play this tune again, choosing a new ability score and different creatures to gain this spell's benefits.

At Higher Levels. When cast using a spell slot of 3rd-level or higher, the range increases by 5 feet and you can target one additional creature for each slot level above 2nd.

HEROIC ANTHEM

3rd-level enchantment

Casting Time: 1 action
Range: Self (20 feet)
Components: V, M (a musical instrument worth at least 1 gp)
Duration: Concentration, up to 1 minute

You perform an anthem that inspires greatness. A number of creatures of your choice equal to your spellcasting ability modifier (minimum of 1) that can hear you add 1d4 to any damage roll they make before the start of your next turn.

As a bonus action on each subsequent turn, you can use an instrument to continue this anthem and repeat its effect.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the range increases by 5 feet and the damage increases by 1d4 for each slot level above 3rd.

REVITALIZING HYMN

4th-level enchantment

Casting Time: 1 action
Range: Self (25 feet)
Components: V, M (a musical instrument worth at least 1 gp)
Duration: Concentration, up to 1 minute

You perform a hymn that inspires those who hear it to shake off potent effects. A number of creatures of your choice equal to your spellcasting ability modifier (minimum of 1) that can hear you can immediately repeat a saving throw to end one hostile effect or spell that is currently affecting it.

As a bonus action on each subsequent turn, you can use an instrument to continue this hymn and allow one creature that can hear you in range to immediately repeat a saving throw to end one hostile effect or spell that is currently affecting it.

At Higher Levels. When you cast this spell with a 5th-level spell slot, the range of the spell increases by 5 feet.

LEGENDARY BALLAD

5th-level enchantment

Casting Time: 1 action
Range: Self (30 feet)
Components: V, M (a musical instrument worth at least 1 gp)
Duration: Concentration, up to 1 minute

You perform a ballad that inspires those any who hear it to legendary feats of heroism. A number of creatures of your choice equal to your spellcasting ability modifier (minimum of 1) that can hear you can instantly make a single weapon attack or cast a spell of 1st-level or lower.

As a bonus action on each subsequent turn, you can use an instrument to continue this ballad and grant allow a creature that can hear you within range to immediately make a single weapon attack or cast a spell of 1st-level or lower.





ALTERNATE BARD

Become the wandering master of musical magic you were meant to be with this alternate take on the Bard class! Channel the Song of Creation through three different Bardic Traditions:

Fool - Loremaster - Skald

Version 1.0.0

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