

Alan Venic's Redbook

TOME OF THE BARD



**A pack of new class options for the bard
of the world's greatest role playing game**



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INTRODUCTION

The RPG is a game that promotes imagination and logical reasoning, developing creativity, interpersonal relationship, and mutual cooperation. As pioneer of this game style, D&D brings an atmosphere of mysticism and fantasy to DM and players, allowing them to create and live epic stories and adventures worthy to be told on books or even in movies.

Several memorable and epic sagas known can be revived and even take a different course in the hands of an experienced DM and dedicated players. However, the game is not about only will and storytelling. There are factors that must not be decided only by the desire of the DM or the players.

The game rules are fundamental to keep a level of coherency and logic on game tables. A player may want his character knock a huge iron door to the ground with a kick, but the success or the failure of this action is impacted by the physical strength of the character and a die roll.

The D&D 5th edition core books present the basic rules to act in an universe created by a DM or in the official campaign setting, like *Forgotten Realms*. Whereas the core rulebooks are limited in the diversification of races, classes, items, spells, feats, monsters and so on, I decide to create a pack of supplemental rulebooks to expand the options presented on the basic books.

To have better use of the supplemental rulebooks of the *AlanVenic's Redbook* line, you need the three D&D 5th edition core rulebooks: *The Player's Handbook*,

Monster Manual and *Dungeon Master's Guide*. In certain moments, some features presented here, will refer a given chapter of this books, or just the book itself. When you are consult this supplemental rulebook, you should have access to the determined book to delve into the topic discussed by the given feature.

At this specific supplemental rulebook will be approached the bard class. Here we have a brief discuss of his abilities and powers, focusing on class gameplay. Additionally, are presented here new class options to players that consider the class options presented in the *Player's Handbook* doesn't fit on the concept they pictured to their characters.

You would like to be a bard capable to evoke powerful magical effects through your songs, joining the College of Song Seek. Or a gloom bard that evokes fear and lethargy at its enemies. Or even, against all odds, a bard lover of the silence that can hear the sound of still. Or a buffoon that join the College of Comedy and became a royal jester.

At this supplemental rulebook are presented ten new bard colleges. Certainly, one of them will fit the concept you imagine for your bard. Explore all the possibilities and have fun.

Long live to the RPG!

AlanVenic Gonçalves
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THE BARD

Wielding its harp in the middle of the battlefield, the pretty elf play a song while her party charge toward the dreadful dragon. Nor the roar of the beast is enough to affect the party while the elf's song warm the heart of her friends. As the combat takes place, the party fall in face of the mighty beast, remaining only the beauty and its harp. An easy prey, the dragon think. However, the dragon commits its biggest mistake when underestimate the pretty lady that plays a last song capable of totally dominate the mind of the powerful and majestic foe.

The music and the magic are the greatest weapons of a bard, but are not its only weapons. The bard is also an apt swashbuckler and an expert in any field it considers important.

CLASS FEATURES

As a bard, you are an arcane spellcaster capable of inspire your companions. You are also versed in all areas of expertise, and are capable of make up the role of any member of your party.

SPELLCASTING

Your main and most powerful feature is your ability to cast spells. Initially, you are capable of cast only spells that bards cast, but you expand this ability enormously when you became capable of learn and cast any existent spell.

BARDIC INSPIRATION

As a born leader, you have a great power to persuade your enemies and to encourage your allies. Additionally, depending on your specialty, you can use your inspiration in many different ways, as foil your enemies or even inspire yourself.

JACK OF ALL TRADES

As a character that seek the general knowledge, you are capable to do anything that you are not expert in an average way. No area is unknown to you, and you can take the most different tasks with trust, even if you are not an expert in the field.

SONG OF REST

Your songs inspire your allies to make tasks, and are capable of gives courage and lullaby to them. Your voice and faint play at your banjo invigorates your companions and gives incentive to move on.

BARD COLLEGE

The choice of your bard college defines the kind of bard you are, and who you relate. Although gives a few exclusive features to you, your bard college gives you important features that fully apart you from bard of other colleges. In the *Player's Handbook* are presented two bard colleges. Here are presented ten new slopes of this class feature, bringing a huge variety for the kind of bard you want to be. The new bard colleges are

presented in the final of this brief description of the bard class features.

EXPERTISE

As well as being versed in all possible areas of action, you can specialize in an amazing way in your areas of greatest interest. No one else is so capable or skilled than a bard in its areas of interest.

ABILITY SCORE IMPROVEMENT

Increase Charisma score is undoubtedly the best choice to make when you play a bard. Charisma defines how hard is to overcome your spells, and account in a vast number of skills and other relevant abilities for a bard, like its inspire ability. However, you can find some feats that can expend even more your versatility, or improves the focus in some aspect you wish to exalt on your character (see chapter 6 on *Player's Handbook*).

FONT OF INSPIRATION

As you progress on your adventures, you are capable to recover your inspiration using the events you and your party takes place. In the moment you take a rest, you have an inspirational surge doing to the adventure you are.

COUNTERCHARM

Your music is so powerful in the minds of your friends that its prevents harmful effects to target you and your party while you remain playing a protector chant. Fear and mental domination are useless in face of your power of persuasion and performance.

MAGICAL SECRETS

Maybe the most powerful ability, obviously linked to your magical power, a bard can learn any existent spell on the multiverse. The legends and stories its learn throughout its career conceal spells usually understandable to members of certain classes only, but a bard with its knowledge mastery are able to learn such spells, even spells granted by the gods.

SUPERIOR INSPIRATION

At the peak of your career, a bard never gets without its font of inspiration. A bard always have a story or a word of encouragement to tell and inspire its party to move on.

BARD COLLEGES

At this supplemental rulebook are presented ten new bard colleges you can choose instead of the bard colleges presented in the *Player's Handbook*. The College of Artistry, the College of Dread, the College of Comedy, the College of Fortune, the College of Glory, the College of Imagination, the College of Song Seek, the College of Still, the College of Virtuosity, and the Fochlucan College.

COLLEGE OF ARTISTRY

Art is in bard's blood. Especially in the blood of the artists that join the College of Artistry. Bards are mostly musicians, poets, or entertainers. However, some of those artists create lasting works instead of ephemeral stage play to charm a crowd for a brief moment. Such work can be a sculpture, painting, jewel, or even a book. Anyone how knows artistry will immediately realize the quality of your work, and the members of this college have its work of art spread around the world, and are fonts of inspiration to freelancer artists and even to renowned professionals.

BONUS PROFICIENCIES

When you join the College of Artistry at 3rd level, you become an enviable artist. You gain proficiency with three artisan's tools from the following at your choice: calligrapher's supplies, jeweler's tools, leatherworker's tools, painter's supplies, weaver's tools, or woodcarver's tool.

MASTERPIECE

Also at 3rd level, you can create masterpieces using artisan's tools you are proficient. Such fine pieces are coveted by art lovers and by nobility overall. You need 1 day of work, dedicating 8 hours each day for each 25 gp of the cost of the masterpiece you wish to create. The cost of the masterpiece is defined by you, but require DM's approval. When you finish the masterpiece, make a Charisma check using artisan's tools. The market price of the piece is determined by the result of this check, as show in Creating a Masterpiece table.

CREATING A MASTERPIECE

Charisma Check Result	Market Price
10 or lower	Cost divided by 2
11–14	Same as cost
15–19	Cost x 1d4
20–24	Cost x 1d6
25–29	Cost x 1d8
30 or higher	Cost x 1d10

INSPIRATIONAL GIFT

Starting at 6th level, you can create a work of art and can dedicate it to a friend of yours. The cost of the work depends on the number of Bardic Inspiration dice the work provides to the dedicated creature, as show in Creating an Inspirational Gift table. You need 1 day of work, dedicating 8 hours each day for each 100 gp of the cost of the work. The creature how receive the work gain a number of Bardic Inspiration dice (that are the same as yours) that it can use while bear the work. Those Bardic Inspiration dice works as if the creature had gain a Bardic Inspiration die of yours, and can roll a die and add the number rolled to one ability check, attack roll, or saving throw it makes, but the number of die the creature can have at a time is determined by the inspirational gift. The creature recover all expended Bardic Inspiration dice provided by the inspirational gift when it finish a long rest.

CREATING AN INSPIRATIONAL GIFT

Bardic Inspiration Dice	Cost
1	100 gp
2	200 gp
3	400 gp
4	700 gp
5	1.000 gp

You can give a certain creature with only one gift. When you give a creature an inspirational gift, you reduce the number of you Bardic Inspiration by 1. For instance, if you give two inspirational gifts to two different creatures, you can use your Bardic Inspiration a number of times equal to your Charisma modifier –2 (a minimum of once).

MOMENT OF ENLIGHTNENMENT

At 14th level, when you are in a doubts situation, you can stop for a moment and create a work of art full of hidden references. You need 1 hour and expend 25 gp in materials to create such work. A creature within 5 feet of the work that can see the work, can use an action to make a DC 20 Intelligence (Investigation) check. A successful creature gain a relevant information from DM about the doubts situation. A creature that fail this check can't make another one.

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

COLLEGE OF DREAD

As one of the most restricted and secret bard colleges, the College of Dread teaches musical techniques to its students that urge only negative emotion on the targets of its songs. The grey minstrel, as known the students of this college, seek to cause sadness, gloom, fear, and despair. Through gloom and lethargic songs, such bards develops a way to win a conflict just doing their enemies give up, or become so discouraged or disillusioned that find no reason to keep fighting, stay in a journey, or even to live.

BONUS PROFICIENCIES

When you join the College of Dread at 3rd level, you gain proficiency in Deception and Intimidation. If you are already proficient in one of both skills, choose one of two new skills to become proficient instead.

WAILING MELODY

At 3rd level, you learn a song that fill the heart and thoughts of your enemies with sadness and gloom. As an action, you can expend an use of Bardic Inspiration and roll a Bardic Inspiration die. Choose a creature you can see within 60 feet of you that can hear you as target of your Wailing Melody. The target is dispirited and can't take bonus actions or reactions, and suffer a penalty on its next attack roll equal to the number rolled on your Bardic Inspiration die until the end of its next turn.

The target is immune to the effect if it can't hear or can't be charmed.

DREADFUL SONG

Starting at 6th level, you can sing a song that freeze the spine of your enemies that hear you perform. As an action, you can expend an use of Bardic Inspiration and roll a Bardic Inspiration die to start play the Dreadful Song. Choose a creature that you can see within 60 feet of you that can hear you as target of this song. The target must be successful on a Wisdom saving throw and suffer a penalty on this save equal to the number rolled in your Bardic Inspiration die, or become frightened of you for 1 minute. The target can make a new saving throw at the end of each of its turns, finishing the effect with a successful one.

The target is immune to the effect if it can't hear or can't be charmed.

TORTUROUS MYSTICAL MUSIC

At 14th level, you develops an annoying song that let you discredits the enemies target of spells cast by you. When you cast a spell that target a single hostile creature, you can expend an use of Bardic Inspiration and roll a Bardic Inspiration die as a bonus action. Additionally to standard effects of the spell, your target suffer a penalty on its next saving throw equal to the number rolled on your Bardic Inspiration die.

COLLEGE OF COMEDY

Many bards make a living performing in taverns, telling stories, and playing songs. However, some bards has a comic vein. The buffoons, as known the bards that join the College of Comedy usually perform on circus or public square, but some of those bards more notorious perform on court, for nobles and royals, and are known as jesters. However, when join the adventurer life those bards tend to use its funny personality to make then enemies laugh so much that they are nearly dead writhing on the floor.

COMEDY ARTIST

When you join the College of Comedy at 3rd level, you gain proficiency in Performance and Persuasion, if you don't have yet. Additionally, you gain advantage on Charisma (Performance) and Charisma (Persuasion) checks to influence positively the behavior of an audience toward you.

LAMPOON

At 3rd level, you can make jokes and mockeries about a creature, letting it out of his mind. As an action, you expend an use of Bardic Inspiration and roll a Bardic Inspiration die. Choose a creature you can see at 30 feet of you that can hear you. The target must be successful in a Wisdom saving throw or become angry for 1 minute. An angry creature must make an Intelligence (Arcana) check (DC 10 + the result of your Bardic Inspiration die) at the start of each of its turns to maintain concentration on a spell. Additionally, the angry creature suffer disadvantage on Intelligence and Wisdom checks for the duration, and can't take bonus actions. The target can make a new saving throw at the end of each of its turns, ending the effect with a successful save.

The target is immune to the effect if it can't hear, can't understand your language, or can't be charmed.

MAKE THEM LAUGH

Starting at 6th level, you can make a comedy show letting your audience totally unable to react while they writhe with the jokes you tell. As an action, you can expend an use of Bardic Inspiration and roll a Bardic Inspiration die. All creatures hostile to you within 20 feet of you that can hear you must be successful in a Wisdom saving throw or became incapacitated until the start of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the incapacitated creatures until the end of your next turn, and the targets must make a new saving throw at the end of its turns, ending the effect with a successful save. You can sustain this effect for a number of rounds, beyond first, equal to the number rolled on your Bardic Inspiration die. This effect ends on a creature that takes damage or is target of a harmful spell.

A creature is immune to the effect if it can't hear, can't understand your language, or can't be charmed.

If a creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

THE KILLING JOKE

At 14th level, you develop an unusual sense of humor, and can literally make your audience die laughing. As an action, you can expend an use of Bardic Inspiration and roll a Bardic Inspiration die. Choose a living creature that you can see within 30 feet of you that can hear you. The target must make a Wisdom saving throw. If the target has 50 hit points or less and fails the saving throw, it drops to 0 hit points. If the target succeeds the save, it takes 5d10 psychic damage. Add the number rolled on your Bardic Inspiration die to the DC of the saving throw of this feature.

A creature is immune to the effect if it can't hear, can't understand your language, or can't be charmed.

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

COLLEGE OF FORTUNE

Bards are known for enjoy a good life. Bards that want to put together its life style and its inherent class abilities, join the College of Fortune. Additionally, its disorderly and full of spree and drinking life style makes a bard very leaning to life's misfortunes. A lucky bard, as are known the bards of this college, gain a supernatural luck that only increase as it become more experienced. This luck can be spread even to its fellas, or to its enemies in form of bad luck.

BON VIVANT

When you join the College of Fortune at 3rd level, you become a reveler bohemian careless with the consequences of your actions. You gain proficiency with Persuasion, if you don't have yet, and with two gaming sets at your choice.

LUCKY IN GAME, LUCKY IN LOVE

Also at 3rd level, you challenges the laws of probability with an awful luck. You gain advantage on ability checks using gaming sets and Charisma (Persuasion) checks. Additionally, you can take a bonus action to expend an use of Bardic Inspiration and roll a Bardic Inspiration die. Add the number rolled on the die to an ability check using a gaming set or to a Charisma (Persuasion) check. You make just a gesture or tic when you expend your Bardic Inspiration this way, not allowing the affected creatures realize you are cheating them.

MANIPULATE FORTUNE

At 6th level, you can manipulate the weave of fate at will. When you or an ally you can see within 30 feet of you make an attack roll, an ability check, or a saving throw, you can use your reaction to allow the target to reroll the d20 again. You can use this feature after the d20 is rolled, but before know the result. The target must take the second roll, regardless the result is best or worst.

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

MISFORTUNE WHEEL

Starting at 14th level, you can dice or a deck of cards to play the luck of an enemy. As an action, you pull a card from the deck or roll the dice, and expend an use of Bardic Inspiration and roll a Bardic Inspiration die. Choose a hostile creature you can see within 60 feet of you. The target must be successful in a Charisma saving throw or suffer an effect of the Misfortune Wheel table for 1 minute. The effect of the table the target suffer depends on the number rolled on the Bardic Inspiration die, as show in the Misfortune Wheel table. The target can repeat the saving throw at the end of each of its turns, ending the effect with a successful one.

MISTORFUNE WHEEL

Bardic

Inspiration Die	Effect
1-2	The target suffer disadvantage on ability checks.
3-4	The target suffer disadvantage on attack rolls.
5-6	The target suffer disadvantage on saving throws.
7-8	The target takes 1d8 extra damage on each attack it takes.
9-10	Other creatures gain advantage on attack rolls against the target.
11-12	The target must roll a d6 at the start of each of its turns. If the roll is 1 to 4, the target don't take actions this turn, if the roll is 5 to 6, the target acts normally.

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

COLLEGE OF GLORY

Priests and clergymen usually possess the ability to convert infidel to follow their religious doctrine using only the gift of speech. The College of Glory teaches their students to become pious speakers in name of their deities and beliefs. Known as evangelists, the bards that join this college gain a strong religious slope, often being mistaken as priests, and some of them being considered as prophets. Doing to its charisma and natural resourcefulness, an evangelist is a perfect tool to spread the faith and dogmas of a god around the world.

TRUE BELIEVER

When you join the College of Glory at 3rd level, you become a pious follower and spreader of the name of a deity of your choice. You gain proficiency in Persuasion and Religion, if you don't have yet.

The College of Glory also let you choose spells from an expanded spell list when you learn bard spells. The following spells are added to your bard spell list.

EXPANDED SPELLS OF THE COLLEGE OF GLORY

Spell Level	Spells
1st	<i>bane, bless</i>
2nd	<i>augury, praying of healing</i>
3rd	<i>mass praying of healing, beacon of hope</i>
4th	<i>banishment, guardian of faith</i>
5th	<i>commune, hallow</i>

DIVINE PREACHING

At 3rd level, you can inspire your allies to keep their faith to the cause, filling their hearts with courage. As an action, you can make a brief speech that affect any friendly creature that can hear you within 30 feet of you. Any affected creature gain advantage on saving throws against being charmed or frightened for 1 minute.

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

DIVINE DOOM

Starting at 6th level, you become able to fill the heart of the infidel with doubt and despair. As an action, you can make a brief speech that affect any hostile creature that can hear you within 30 feet of you. Any affected creature suffer disadvantage on saving throws against being charmed or frightened by you for 1 minute.

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

CONVERT THE INFIDEL

At 14th level, the gift of speech become so strong on you that you can convert an enemy even during tense moments. As an action, you can expend an use of Bardic Inspiration and roll a Bardic Inspiration die. Choose a hostile creature toward you that you can see and that can hear you within 60 feet of you. The target must be successful on a Wisdom saving throw or be converted by you for 1 minute. The target suffer a penalty on this

save equal to the number rolled on your Bardic Inspiration die. A converted creature is charmed by you for the duration. Additionally, the alignment and belief of the creature changes to match your for the duration. While is charmed this way, the target follow your orders as long as this orders are related to your deity or a task related to your god. The target can make a new saving throw at the end of each of its turns, ending the effect with a successful save. The charm effect is also broke if you or an friendly creature to you takes any harmful action against the target.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

COLLEGE OF IMAGINATION

Tell stories through tales, songs, or poetry are one of the main roles of the bards. They are expert in tell their version of adventures, epic stories, and tales from their fertile imagination. The bards from the College of Imagination are train to stimulate their creativity even more, and can bring to reality myth creatures from legends and tales they tell. The words utter by the imaginers, as are known the bards of this college, gain life and affect the mind of the creatures that hear it, and each description given by the bard become true.

BONUS PROFICIENCIES

When you join the College of Imagination at 3rd level, you gain proficiency with the skills Deception and History, if you don't have yet.

REALISTIC ILLUSION

Also at 3rd level, you add the cantrip minor illusion to your bard cantrips known. This cantrip don't count on the number of bard cantrips you can know.

Additionally, when you cast a spell from the illusion school, you can use a bonus action to expend an use of Bardic Inspiration and roll a Bardic Inspiration die. You add the number rolled on the Bardic Inspiration die to the DC of the illusion spell you cast this turn.

ILLUSORY INCARNATION

Starting at 6th level, you can create a powerful illusion that can hurt your enemies. As an action, you expend a spell slot of 1st level to create an illusion of any creature you can imagine in an unoccupied space you can see within 60 feet of you. You must describe in detail your creation, or you can bring to realty a creature similar to one you already seen or ready about. A hostile creature must make a Wisdom saving throw when it see the illusion for the first time. A creature that fail the save considerer the illusion as a real creature. The illusion remain while you maintain concentration up to 1 minute, until you use a bonus action to dismiss it, or until it drop to 0 hit points.

The illusion created by you have the statistics describe on the Illusory Incarnation stat block. The illusion add your proficiency bonus to its AC, saving throws, and attack rolls (this bonus are not include in the stat block). The size of the illusion varies from Small to Large at your choice, and its size doesn't interfere on the creature stats. Depending on the creature you create, the illusion can have fly, swim, climb, or burrow speed of 30 feet, with DM's discretion.

The illusion acts on your turn and obey any mental commands you issue (require a bonus action). If you don't issue any commands to the illusion, it defends itself from hostile creatures but otherwise takes no actions.

Your illusory incarnation is considered an illusion spell and can be affected by your Realistic Illusion.

ILLUSORY INCARNATION

Undead (variable size), unaligned

Armor Class 12

Hit Points 10

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	10 (+0)	10 (+0)	19 (+4)

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhausted, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understand its creator languages, but can't speak

Challenge 1/2 (50 XP)

Exclusive Telepathy. The incarnation can telepathically communicate with its creator to any distance.

ACTIONS

Illusory Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) psychic damage.

Illusory Blast. *Ranged Spell Attack:* +4 to hit, range 60 ft., one creature. *Hit:* 7 (2d6) psychic damage.

You can expend a 2nd level or higher spell slot to create a powerful illusion. For each level of the spell slot above 1st, the illusion you create gain 10 extra hit points and its attacks cause 1d6 extra psychic damage. The challenge rating of the illusion increase to 1 if you cast it using a 2nd level spell, and increase by 1 for each level of the spell slot above 2nd.

MIND GRAFT

At 14th level, your illusion spells are so real that it can affect the mind of enemies in awesome way. When you cast a spell from the illusion school, a hostile creature that fail its saving throw to realize that it is an illusion takes psychic damage equal to 1d6 + the level of the spell slot used to cast the spell.

Additionally, your illusion spells and features can affect even creatures with truesight, or with a sense that can ignore illusion effects. Such creatures have advantage on their saving throws against your illusion effects.

COLLEGE OF SONG SEEK

Beyond magic, beyond sound, beyond good and evil, lies music so profound and powerful that even deities quake at its sound. The College of Song Seek gives to the bard that study it the ancient knowledge to manipulate the spell web with musical notes. The bards of this college, known as seekers of the song, develops unbelievable means to shape the sound through song, and create powerful effects normally made only by powerful sorcerers of wizards.

United only by their quest, seekers of the song have incredibly diverse goals and motivations. Some black-hearted seekers know that this primal music is power, and they lust after it in hopes of turning it against their many enemies. Others search for the music to bring joy and peace. Most have moderate aspiration and seek the music because it moves them. Regardless of their goals, seekers of the song rarely work against one another – each hoping that another seeker will uncover another piece of the primal music and share it with the rest.

SEEKER SONG

At 3th level, you amplify your musical repertory with powerful melodies created through legendary accords known by a few. You learn the songs of seeker of the song when gain access to a spell slot needed to use that song. To use the songs, you need to expend one use of Bardic Inspiration and a spell slot, depending on the song used.

All seeker songs are considered spells for effects like spell resistance or an antimagic field.

SONGS KNOWN

The songs the seeker learn are presented in order of the minimum level of spell slot need to use them.

Burning Melody. Expending one of your uses of Bardic Inspiration and a spell slot of 1st level, you can roll a Bardic Inspiration die and unleash a fire ray. Make a ranged spell attack against a target at 60 feet you can see. On a hit, it takes 3d8 fire damage. You can add the result of your Bardic Inspiration die roll to the attack or damage roll. You can make this choice after roll the attack, but before know the result. If you expend a spell slot of 2nd level or higher, the fire damage caused increase by 1d8 for each slot level above 1st.

Song of Unmaking. Expending one of your uses of Bardic Inspiration and a spell slot of 2nd level, you can roll a Bardic Inspiration die and use a piece of the primordial music to unmake a objet or construct. Choose a nonmagic object or a creature of the construct type that you can see within 60 feet of you. The target must make a Constitution saving throw and suffer a penalty on this save equal to the result of your Bardic Inspiration die roll. The target take 4d10 force damage or half this damage on a successful save. If you use a spell slot of 3rd level or higher, the force increase by 1d10 for each slot level above 2nd.

Dirge of Frozen Loss. Expending one of your uses of Bardic Inspiration and a spell slot of 3rd level, you can roll a Bardic Inspiration die and unleash a frozen breath against your enemies. You unleash a 30-foot

cone of freezing air originating from you and all creatures in the area must make a Dexterity saving throw or take 6d6 + the result of your Bardic Inspiration die roll of cold damage. A target take half damage if succeed on the save. If you expend a spell slot of 4th level or higher, the cold damage caused increase by 1d6 for each slot level above 3rd.

Song of Life. Expending one of your uses of Bardic Inspiration and a spell slot of 4th level, you can roll a Bardic Inspiration die and unleash a wave of healing energy. All creatures friendly to you in a 20-foot-radius sphere centered on you recover hit points equal to 1d8 + the result of your Bardic Inspiration die roll. If you expend a spell slot of 5th level or higher, the hit points recovered increase by 1d8 for each slot level above 4th.

Anthem of Thunder and Pain. Expending one of your uses of Bardic Inspiration and a spell slot of 5th level, you can roll a Bardic Inspiration die and unleash a powerful sonic explosion with lightning cracks. All creatures at a 20-foot-radius sphere, in a point you choose centered within 60 feet of you must make a Dexterity saving throw suffering a penalty equal to the result of your Bardic Inspiration die roll. A creature take 4d8 thunder damage and 4d6 lightning damage or half this damage on a successful save. If you expend a spell slot of 6th level or higher, the thunder damage caused increase by 1d8 for each slot level above 5th.

Hymn of Spelldeath. Expending one of your uses of Bardic Inspiration and a spell slot of 6th level, you can roll a Bardic Inspiration die and create an area dead magic. You creat a antimagic field (like the spell) in a 20-foot-radius sphere centered on you that moves, remaining centered on you. This effect last for a number of rounds equal to the result of your Bardic Inspiration die roll. If you expend a spell slot of 7th level or higher, the area of the antimagic field increase by 10-foot for each slot level above 6th.

Ballad of Agony Reborn. Expending one of your uses of Bardic Inspiration and a spell slot of 7th level, you can roll a Bardic Inspiration die and shot a purulent gush of acid against a creature within 60 feet of you. Make a ranged spell attack, if you hit the target take 4d6 acid damage and 4d6 poison damage. In the next turn of the target, he must make a Constitution saving throw or take 2d6 extra acid damage and 2d6 extra poison damage. You can add the result of your Bardic Inspiration die roll as a bonus on your attack roll or as a penalty on the Constitution saving throw of the target. You can make this choice after roll the attack, but before know the result. If you expend a spell slot of 8th level or higher, the initial acid damage and the poison damage increase by 1d6 for each slot level above 7th.

Aria of Everywhere. Expending one of your uses of Bardic Inspiration and a spell slot of 7th level, you can roll a Bardic Inspiration die and teleport you and all friendly creatures at a 20-foot-radius sphere centered no you, that you can see to a spot you can see within 10 feet x the result of your Bardic Inspiration die roll.

Dirge of Songdeath. Expending one of your uses of Bardic Inspiration and a spell slot of 8th level, you can roll a Bardic Inspiration die and create a powerful silence effect that affects only the creatures you wish.

All hostile creatures in a 60-foot cone originating from you must make a Wisdom saving throw with a penalty equal to the result of your Bardic Inspiration die roll. In a fail, the target will be affect by the *silence* spell for 1 minute. At the end of each of its turns, a creature under this silence can make another Wisdom saving throw. On a success, the effect ends on this target.

Hymn of Revealing. Expending one of your uses of Bardic Inspiration and a spell slot of 9th level, you can roll a Bardic Inspiration die and sending any creature that don't belong to the current plane back to her native plane. Choose a creature within 60 feet of you that you can see. The target mus make a Charisma saving throw with a penalty equal to the result of your Bardic Inspiration die roll. If fail the save, the target will be send to her native plane, if is not the current.

SEEKER REFRAIN

At 6th level, you learn to subvocalize a song chanting a refrain. When you start a seeker song, you can use a bonus action to chant it refrain granting a benefit to you or to a friendly creature within 30 feet of you, depending on the song used, for 1 minute:

- **Burning Melody.** The target gain resistance to fire damage.
- **Song of Unmaking.** The target gain resistance to nonmagic bludgeoning, piercing, and slashing damage.
- **Dirge of Frozen Loss.** The target gain resistance to cold damage.
- **Song of Life.** The target gain resistance to necrotic damage and advantage on saving throws against disease.
- **Anthem of Thunder and Pain.** The target gain resistance to lightning and thunder damage.
- **Hymn of Spelldeath.** The target gain resistance to damage from spells.
- **Ballad of Agony Reborn.** The target gain resistance to acid and poison damage.
- **Aria of Everywhere.** The target's speed increases by 30 feet.
- **Dirge of Songdeath.** The target gain immunity to thunder damage.
- **Hymn of Revealing.** The target gain immunity to the conditions paralyzed, petrified and restrained.

If the target is under the effect of a refrain of a seeker song your and you use bonus action to start another refrain on this creature, the previous effect end immediately on him.

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

COMBINE SONGS

Starting at 14th level, you can combine two types of seeker song at once. You can use a seeker song and, with a bonus action, start another song expending a spell slot of 5th level or lesser in the same turn. You must expend the spell slots and the Bardic Inspiration uses relevant to do so.

You need to use two different song with this feature. Once you use this feature, you must finish a short or long rest before you can use it again.

COLLEGE OF STILL

Bards love music, tell tales, sing, and express themselves through sound. Thereupon, the College of Still is the most recluse and exotic of the bard colleges. The poets of silence, as are known the students of this college, are not artists that preform for great audiences, but are lovers of literature, poetry, and classical music. They learn methods to influence other creatures with their words and songs, even if such creatures cannot hear their words. Through vibrations caused by subsonic notes of whistle, melodic notes, and similar sounds, you can manipulate the weave of spell and sound, creating inaudible effects for most creatures.

SILENT MINSTREL

When you join the College of Still at 3rd level, you gain proficiency with Deception and Stealth, if you don't have yet. Additionally, you add the spell *silence* to your list of spell known. This spell doesn't count on the number of spells you can know.

SUBLIMINAL INSPIRATION

At 3rd level, you can inspire your companions through vibration caused by your performance. When you expend an use of Bardic Inspiration to give a friendly creature a Bardic Inspiration die, the creature doesn't need to hear you, but it need to be within 30 feet of you to sense the vibrations and gain the Bardic Inspiration die.

Additionally, when you or a friendly creature tries to influence, charm of fright a creature within 30 feet of you, you can use your reaction to expend an use of Bardic Inspiration and roll a Bardic Inspiration die. You imposes a penalty on the saving throw or ability check of the creature that is been influenced by your or by your ally equal to the number rolled on your Bardic Inspiration die. The target must be successful on a DC 20 Wisdom (Perception) to realize you are using a magical effect against it.

INAUDIBLE SPELL

Starting at 6th level, you can cast spells in a subtle way nearly inaudible. When you cast a spell that has verbal components, you can make a Charisma (Deception) check to cast the spell silently. A creature with a passive Perception lower than the result of your Charisma (Deception) check will not hear you casting the spell. A creature with tremorsense will perceive the silent spell if you cast it within the tremorsense range of the creature, since the creature can perceive the vibrations of the air created by the spell.

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

VOICE BEYOND SOUND

At 14th level, you can affect creatures with your words, even if those creatures cannot hear you. You can cast a *silence* spell centered on you. Unlike the standard *silence* spell, this version of the spell moves with you, remaining centered on you all the time. While you are under effect of this spell, you can cast spells with verbal components and use Bardic Inspiration on your allies normally. However, the target creatures must be within the area of the *silence* spell.

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

COLLEGE OF VIRTUOSITY

Bards of the College of Virtuosity are specially sociable and charismatic. They tend to call attention where they go, singing, playing, and telling sweet tales on taverns, and village and town squares. A virtuoso, as are known bards that join this college, are connoisseurs of ballads and exotic languages, and love to perform to various crowd as speak in many languages trying to please as many people as possible while let a mystery on the heart of each people who hear him perform.

Those bards travel around the world seeking learn new songs, tales, and languages to magnify its repertoire. A virtuoso is so fascinated by music, dance, and other kinds of performance that the most experienced can even fell the song with its entire body instead with just its ears.

BONUS PROFICIENCIES

When you join the College of Virtuosity at 3rd level, you gain proficiency with three musical instruments of your choice. You also learn two extra languages of your choice.

STRONG PERSONALITY

At 3rd level, you become extremely convincing. You gain advantage on Charisma (Persuasion) and Charisma (Intimidation) checks. Additionally, when a creature try to frighten you and you are successful on the saving throw against the effect, you can use your action at your turn to demoralize the creature. The target suffer disadvantage on attack rolls against you, and you gain advantage on attack rolls against the target until the end of its next turn.

DISTRACTING CHORD

Starting at 6th level, you learn to play a brief focused chord that draws attention of a creature. When a creature you can see within 60 feet of you start go cast a spell, you can use your reaction to expend an use of Bardic Inspiration and roll a Bardic Inspiration die to unleash a shrill chord on this creature. If the target can hear you, it must be successful on a Wisdom saving throw or lose its concentration on the spell and the casting fail, expending the spell slot with no effect. The target suffer a penalty on its saving throw equal to the number rolled on your Bardic Inspiration die.

SONG OF REVELATION

At 14th level, you can play a song that reverberates like a sonar, allowing you to perceive the objects and creatures that you don't perceive before as the sound waves are deflected. As an action, you can start to play and sing. You gain tremorsense within 60 feet of you until the start of your next turn. At the start of your next turn, you can use a bonus action to maintain the effect until the start of the subsequent turn up to 1 minute.

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

FOCHLUCAN COLLEGE

Perhaps the most famous of the bardic colleges, the Fochlucan College serves as a beacon of learning and diplomacy in a dark and restless land. Many have accused the Fochlucan masters of fomenting intrigues among the nearby kingdoms and using their famed neutrality to conceal the real extent of their meddling and manipulation. By advising mighty rulers and undertaking the tutoring of royal heirs, the Fochlucan bards turn the fate of kingdoms with nothing more than quiet words and whispered secrets.

Warrior, thief, spy, poet, woodland champion -- the Fochlucan lyrist is a legendary figure who serves as the herald and teacher to great kings, the champion of the common folk, and the keeper of lore long forgotten elsewhere. Only the best and brightest are invited to become Fochlucan lyrists, and those who eventually win the approval of the Fochlucan College's masters are remarkable individuals indeed, skilled in swordplay, magic, and diplomacy.

BONUS PROFICIENCIES

When you join the Fochlucan College at 3rd level, you become capable in most areas. You gain proficiency with the skills Nature and Persuasion. You also gain proficiency with thieves' tools.

FOCHLUCAN LYRIST

Also at 3rd level, you gain notoriety when you receive the title of fochlucan lyrist, mainly with the wild beings. You are accepted on many circles usually exclusive, like druidic circles, and you learn to speak, read, and write Druidic.

Additionally, you learn two spells of your choice from the druid spell list. A spell you choose must be of a level you can cast as shown on the Bard table, or a cantrip. The chosen spells counts as bard spells for you but don't count against the number of bard spells you know.

You learn two extra spells from the druid spell list at 7th level.

PERSUASIVE INFILTRATOR

Starting at 6th level, you are able to inspire yourself when you make tasks related on your lyrist focus. When you make a Dexterity or Charisma check, you can use a bonus action to expend an use of Bardic Inspiration and roll a Bardic Inspiration die. You can add the number rolled on the die to the result of your Dexterity or Charisma check.

INSPIRED WARRIOR

At 14th level, you improves your ability as warrior. When you make an attack, you can use a bonus action to expend an use of Bardic Inspiration and roll a Bardic Inspiration die to add the number rolled to your attack roll or damage roll, at your choice. You can take this choice after see the attack roll, but before you know the result.

Alternatively, when a creature you can see, hit you with an attack, you can use your reaction to expend an use of Bardic Inspiration and roll a Bardic Inspiration die. You can apply the number rolled as a penalty on the attack roll of the target, potentially causing the attack to miss you.