

THE BARD



KEEPING IT CLASSY

KIM FRANDSEN



A detailed oil painting of a woman with dark hair, wearing a blue and red dress, playing a harp in a forest. She is barefoot and has a silver armband. The harp is dark wood with two large, light-colored soundboards. The background is a dense, dark forest with tree trunks and some green foliage. The lighting is dramatic, highlighting the woman's face and the harp.

THE BARD

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KIM FRANDSEN

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THE BARD



he bard of both fantasy and romantic literature is, at its heart, a figure of life. One who embraces life through song, companionship, and merriment. They're often portrayed as wanderers, especially in romantic stories, where they seek out love and help it prosper where it might otherwise struggle to find purchase. In other stories, the bard is a somewhat more somber figure, functioning as a spy or information broker of sorts. One who has the rulers ear, but whose primary purpose is for entertainment, even though their secondary skills might be far rarer.

In fantasy literature and in many fairy tales, the bard has magical skills, often tied to their music. They're able to enthrall their audiences, hold them in the palms of their hands using nothing more than song, music, or simple storytelling.

Stories about the bard range from Alan-a-Dale (one of the first acknowledged bards or minstrels to make it into stories, through the adventures of *Robin Hood*) to the Pied Piper of Hamelin. And of course, the classic, and often mocked, D&D trope of the bard that seduces EVERYTHING.

Within these pages, I will explore these concepts, allowing you to bring any of these classic bard types to your table, along with a few new (and hopefully surprising) ones. I will also provide new types of equipment, backgrounds, and more, that's rooted within the bard's domain, and either inspired by history, legend, or sheer imagination.

I hope you enjoy this exploration of the **Bard!**

And in the words of the man known as The Bard, William Shakespeare:

All the world's a stage,

And all the men and women merely players;

They have their exits and their entrances,

And one man in his time plays many parts.



CHAPTER I: NEW BARD COLLEGES

CHAPTER 1: NEW BARD COLLEGES



In this chapter, you'll find a series of new bard colleges for your bard in your games, subject to your DMs approval.

Within the chest of every bard beats the heart of a showman. Bards perform their best to an appreciative audience, almost regardless of their methods, and whether it is an audience of one, or a throng of people. Each bard is a unique person, molded by training, experiences, and personal beliefs. These new colleges are ways to tap into that.

COLLEGE OF CHARM

A knowing smile here, and a flirtatious comment there. Those are the weapons of the College of Charm. These are the weapons of the College of Charm.

You've mastered the arts of seduction, gentle persuasion, and even outright bullying, but your true strength is when you flatter someone, whether that is to accomplish a goal, or merely for amorous reasons.

Where other bards might find beauty in music and song, you find beauty in the laughter of others. Your kind gathers in taverns, inns, and the feasts of kings, but where some keep themselves to a single social stratum, you often reach above your station. Appearing on the arm of a powerful local noble and creating scandal in the process is all in a day's work for you.

Bonus Proficiencies

When you join the College of Charm at 3rd level, you gain proficiency with Deception, Persuasion, and one more skill of your choice.

Charming Words

Also at 3rd level, you learn how to compliment others in the most effective manner. Whenever you try to persuade, flatter, or seduce a creature you can, as a bonus action, expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and adding the number to your skill check. You can activate this ability after rolling a skill check, but it must be used before the DM determines if the roll succeeds or fails. (This is typically used on any of the Charisma skills, but at the DM's call, it may apply to other skills.)



The creature is immune if it can't hear you or if it is immune to being charmed.

Disarming Smile

At 6th level, you gain the ability to charm those around you with greater ease. As an action, you can expend one of your uses of Bardic Inspiration to cast *charm person*. It takes effect at one level below your maximum spell level (i.e. when you gain Disarming Smile, *charm person* takes effect as a 2nd level spell, and when you reach level 20, it is an 8th level spell).

Knowing Wink

Starting at 14th level, when you use your Countercharm ability, you are able to redirect mind-influencing effects back upon your enemies. When you or a friendly creature within 30 feet makes their saving throws against being frightened or charmed, as a reaction, you can expend one of your uses of Bardic Inspiration to turn back the effect on the original caster. They must succeed on a saving throw against your spell save DC to avoid being affected by their own spell or ability, as if you were the caster. (This extends to all charm and frighten effects, such as the *enslave* ability of an aboleth. If you (or an ally) make your saving throw against the *enslave* ability, then the aboleth must make a save as well, or be enslaved by you.)

As you are not the original caster, any effect or spell that is turned back in this manner ends after 24 hours, even if it would normally last longer.

This ability also affects Legendary and Lair actions

COLLEGE OF COMEDY

For some, it is laughter more than the appreciation of the fine arts that draws them to the mantle of the bard. A quick retort, a bad pun, a clever play on words, or even biting social commentary are all weapons in your repertoire. Your particular choice of comedy may vary, but at the end of the day, the laughter of friends and audience, and the wilting gaze of an enemy cut down to size is what

keeps you going. If nothing else, you prove the old adage of "a smile that lights up the room."

Bonus Proficiencies:

When you join the College of Comedy at 3rd level, you gain proficiency with Investigation, Perception, and Performance.

Handling the Heckler

Also at 3rd level, you gain the ability to undermine the confidence of any opponent, causing them to be flustered and unable to focus. As a bonus action, you cause the opponent to be frightened unless they succeed on a Wisdom saving throw,



for as long as you are in sight. Spellcasters who fail this saving throw are unable to cast spells with verbal components for a round after you use this ability. You can use this ability a number of times equal to your Charisma modifier (minimum 1). You regain all uses of this skill after a long rest.

Quick Wit and Sharp Tongue

At 6th level, you gain the ability to recover a spell as soon as you have cast it. After casting a spell, as a reaction, you can expend one of your uses of Bardic Inspiration to recover the spell. This does not allow you to recover spells that have 1 reaction as their casting time, only those that have a longer casting time.

Scathing Tirade

At 14th level, your ability to cut down an opponent with mindgames becomes legendary. Whenever you cast a spell that deals psychic damage, by expending one of your uses of Bardic Inspiration, you can upgrade the damage dice by one step (i.e., 1d4 to 1d6, 1d6 to 1d8, and so on) to a maximum of your Bardic Inspiration die.



COLLEGE OF DEATH

Not all bards work in the open. Some keep to the shadows, manipulating events through subterfuge, guile, and other nefarious means. Through the poisoned chalice of your words, you turn brother against brother, have trusted armsmen murder their duke, and sow discontent among your enemies. To your allies, you are an invaluable tool—when one turns a blind eye to your methods—but one held best at arms distance, so that they do not get involved when you plot your misdeeds.

Bonus Proficiencies

When you join the College of Death at 3rd level, you gain proficiency with Investigation, Medicine, and Persuasion.

Poison Chalice

Also at 3rd level, whenever you make a successful melee attack, you add your proficiency bonus as poison damage and the target must make a successful Constitution saving throw or be poisoned until the end of your next turn.

Death Denied

At 6th level, you gain the ability to feign your own death. Whenever you are reduced below 0 hp or when you take poison damage or gain the poisoned condition, you can expend a use of your Bardic Inspiration to immediately stabilize, but appear to be dead. Creatures trying to penetrate the pretense of death must make a successful Wisdom (Perception) check contested by your Charisma (Performance) check.

Fog the Mind

At 14th level, you gain the ability to mask your presence, even when people should otherwise be aware of you. By expending one of your uses of Bardic Inspiration, you can cast *modify memory* as a 7th level spell.



COLLEGE OF DISCORD

There are those unfortunate bards out there that are unable to carry a tone to save their lives, but who think that they are talented beyond the understanding of other mortals, and that only the gods themselves can appreciate the sheer beauty of their performances.

As an adherent to the College of Discord, you're unlikely to realize how bad your performances are. You consider others to be uncouth and as having no sense of art whenever they criticize your work. Thankfully, even on the rare occasions that you raise your voice and violence ensues, you can clear the room with one of your *excellent* performances.

Bonus Proficiencies

When you join the College of Discord at 3rd level, you gain proficiency with Deception, Intimidation, and Survival.

Dissonant Voice

Also at 3rd level, you're able to clear rooms and terrorize enemies simply by opening your mouth and singing or by tuning in an instrument. By expending one of your uses of Bardic Inspiration, as an action, you can scare away friend and foe. All creatures within 60 feet of you that can hear you must make a Wisdom saving throw or be forced to move away from you, using all of their available movement each turn, until at least 100 feet away from you. Once 100 feet away, they can move back towards you as normal. This effect ends automatically if the creature is unable to move for any reason.

Highest Pitch

At 6th level, you gain the ability to strike or issue a high pitched tone that is extremely uncomfortable. As such, whenever you deal thunder damage, creatures who can hear or who are made of inorganic material such as stone, crystal, or metal take disadvantage on any saves.



Waking the Dead

At 14th level, your voice or your musical ability takes on cataclysmic proportions. As a reaction, you can expend one of your uses of Bardic Inspiration. This allows your next spell to affect any creature that is normally immune to a condition imposed by the spell to affect it with a single condition. (I.e. if you're casting a spell that causes a creature to be both frightened and poisoned, but the creature is normally immune to both, you can use this ability and affect the creature with either the frightened or poisoned condition).

COLLEGE OF FREEDOM

Generally, bards like to roam, but the bards who adhere to the College of Freedom take this to its natural conclusion. They have no permanent home, preferring life on the road, at taverns and inns, and out among the people. You fight against oppressive authorities, helping the needy wherever you can, and if you gain coin or a warm embrace along the way, then so much the better.

Bonus Proficiencies

When you join the College of Freedom at 3rd level, you gain proficiency with Acrobatics, Nature, and Survival.



Life of the Free

Also at 3rd level, you find that you're most comfortable when on the move. As such, your travel pace and that of your companions increases by 10% (though your normal movement speed remains the same). Furthermore, as a bonus action, by expending one use of Bardic Inspiration, you can move up to your speed. This secondary movement is unaffected by difficult terrain, but can still be stopped by being restrained, paralyzed, or by similar effects.

Freedom at all Costs

At 6th level, restricting your movement becomes incredibly difficult. You gain advantage on all checks while restrained. This includes normal attack rolls, which negates your normal disadvantage for being restrained, though others still gain advantage on attack rolls against you.

With a Hop and a Skip

At 14th level, you gain the ability to get yourself out of the worst kinds of trouble. As a reaction when attacked, by expending one use of Bardic Inspiration, you cast *dimension door*. When you move, your previous square is occupied by an illusionary clone (treat as *major image*) that lasts for a number of rounds equal to your proficiency modifier. The image plays a set scene (chosen by you), which can be changed at any time during the duration, by concentrating for a round. You can use this ability again after a short rest.

COLLEGE OF LEGENDS

Many think of bards as “wandering minstrels”, entertainers for both the common people and the nobility, able to turn out an entertaining ballad or ditty at a moment’s notice. You are a different type of bard, ascribing to the ancient traditions of storytelling, able to deliver oral accounts of events long past, retell tales of heroic deeds, but also capable of composing these stories. You draw inspiration from the world and events around you, both common folk and amazing heroes, dastardly villains, monsters, and people in distress. Often your stories are laden with hidden meanings or morals, but you never tell your audience so outright. It is up to them to find the meaning behind your tales.

Bonus Proficiencies

When you join the College of Legends at 3rd level, you gain proficiency with Arcana, History, and your choice of Nature or Religion.

Composed Storyteller

Also at 3rd level, you’re able to keep your focus when others would get distracted. As such, whenever you take damage while concentrating on a spell, you gain advantage on the Constitution saving throw to maintain concentration. When a spell with concentration ends unwillingly for you (such as through damage, or being incapacitated, but not through your own actions, like casting

spells), the spell last for a further number of rounds equal to half your proficiency modifier.

Rewrite the Plot

At 6th level, you gain the ability to confuse those around you through clever word plays and innuendo. As an action, by expending one of your uses of Bardic Inspiration, you can cast *charm person* on a single target within 30 feet. Unlike *charm person*, the effect lasts for 24 hours.

Epic Performance

At 14th level, you gain the ability to inspire others to true greatness. Your Bardic Inspiration ability now extends to all allies within 60 feet, not just a single target. Furthermore the Bardic Inspiration die can now be used to increase damage dealt with a single attack, i.e. if your ally deals damage, they can roll the Bardic Inspiration die, and increase the damage of a single attack or spell by the damage rolled.



COLLEGE OF LIFE

Part of being a bard comes with a lust for, and a willingness to share knowledge. But while acquiring knowledge is mostly the realm of the bards who choose the College of Lore, there are those whose words find their home among the common people. Wise men and women, often considered witches, these bards live in small rural communities or towns where clergies might not have established a presence, or which physicians consider beneath their notice.

You do not seek to hoard knowledge, though you are learned, nor do you seek to manipulate your audience and those around you into seeing things your way. Instead you seek to preserve life and knowledge as it is, helping where you can, often serving as midwife or doctor to the needy, an employer to the destitute, and a parent to those who lack one.

Bonus Proficiencies

When you join the College of Life at 3rd level, you gain proficiency with Arcana, Nature, and Medicine.



Tell Me All About It

Also at 3rd level, you become an extremely good listener. Whenever you're interacting with someone and have to make a Wisdom (Insight) or Wisdom (Perception) check, you get advantage on the check.

A Soothing Word

At 6th level, whenever you cast a healing spell, you infuse it with extra power. When you restore hit points with a spell, you increase the hit points restored by an amount equal to your proficiency modifier. By expending one of your uses of Bardic Inspiration when you cast the spell, you add your Bardic Inspiration dice to the amount of hit points restored. (i.e. at 6th level, when you get this ability you restore 3 extra hit points, and by expending one of your uses of Bardic Inspiration, you add a further 1d8).



I Have a Potion for That

At 14th level, you learn how to transfer your magical power through various drinks, oils, and ointments. Whenever you cast a spell, you can use a bonus action to expend one of your uses of Bardic Inspiration. This causes the spell to take on a form like liquid, and it can then be delivered as a potion during the next 24 hours. After 24 hours or you have a long rest (whichever comes first) the liquid dissipates.

COLLEGE OF ORDER

Some bards perceive the ordered structure of the universe. Everything has its place and niche to fulfill, and everything works best if every little cog in the planar machinery does its duty. You work with the authorities to uphold law and order. Sometimes though, laws break the order of things, and at those points you hold toward order. You work mostly in an urban environment as a barrister, an advisor for nobles, a negotiator for merchants, or even as an accountant or helper to the local guildmasters. When you leave town, it's to seek out opportunity, and to bring down monsters or foes that threaten the order that you hold so dear.

Bonus Proficiencies

When you join the College of Order at 3rd level, you gain proficiency with Insight, Persuasion, and Perception.

Study the Contract

Also at 3rd level, you become a master of noticing when something is out of place, or not aligned quite rightly. As such, you gain advantage on all active Perception checks. Furthermore, as a reaction, you can expend one of your uses of Bardic Inspiration. This gives you advantage on your next Insight check, whenever you're dealing with someone in an urban or mercantile environment.

Sign the Contract

At 6th level, you become an expert at writing out magically binding contracts. As such, as an action, you can expend one of your uses of Bardic Inspirations to apply certain spells onto a scroll to take effect upon the next reader. These spells work as if you had cast them, upon the next creature reading them, as long as they are read within a number of hours equal to your proficiency modifier (after this time, the spells are lost). The spells that can be used in this way are the following: *calm emotions*, *charm person*, *message*, *modify memory*, *suggestion*, and *zone*

of truth. Your DM may allow additional spells, at their discretion.

Objection!

At 14th level, you become able to rewrite the rules of reality. Whenever an ally within 30 feet is suffering from any condition, as a reaction you can expend one of your uses of Bardic Inspiration. This stops the condition from affecting your ally for a number of rounds equal to your Charisma modifier (minimum 1), but it does not heal any damage that your ally has already suffered. Once the rounds end, the condition works as normal.



COLLEGE OF THE COMPANION

Most bards fall into one of two types: Those who enjoy an audience, and those who prefer a single listener. While most would get romantically involved with their patron, that is not your way. While your work might involve intimacy, you maintain a professional distance from your client at all times.

Your aim is to please your client(s) in matters both physical and mental, and make them at ease. Your natural home is bathhouses, inns, and festhalls, wherever people gather to relax. In some cultures your profession is well-regarded, and you're a respected professional. In others your work is considered an embarrassment and something that only the desperate turn to. For your clients and friends, your company is worth its weight in gold, as you ease pains and alleviate old wounds.

Bonus Proficiencies

When you join the College of the Companion at 3rd level, you gain proficiency with Insight, Performance, and Persuasion.

Rest Thy Weary Head

Also at 3rd level, you gain the ability to alleviate some of the hardships that others suffer from. As an action, by expending one of your uses of Bardic Inspiration, you may cast *cure wounds* at 2 levels lower than your normal maximum, to a minimum of 1st level. (i.e. if you can normally cast 3rd level spells, this is cast as a 1st level spell). Furthermore, this suppresses the charmed and frightened conditions for a number of rounds equal to your proficiency modifier and reduces any exhaustion the target might be suffering from by 2 levels.

Let Me Help You

At 6th level, you gain the ability to further boost your allies. As a reaction, whenever one of your allies within 30 feet fails a skill check or saving

throw, you can expend one of your uses of Bardic Inspiration. This allows your ally to immediately retry the check or saving throw, adding your Bardic Inspiration die to the result.

Bonds of Trust

At 14th level, you gain the ability to take an ally's place should they or you be in danger. As a reaction, whenever you or an ally within 30 feet takes damage that would cause either of you to drop to or below 0 hit points, you can expend one of your uses of Bardic Inspiration. You and your ally (who must be willing) immediately switch places, as if you had been *teleported* to each other's location (unlike *teleport*, this can never fail). The damage is ignored.



COLLEGE OF THE COURT

For some bards, the love of intrigue and the fascination of power seems to run in their blood. They either want to have power, be near it, or at the very least, control it. They work tirelessly to increase their own levels of power, and those who work towards benign ends become powerful patrons of the arts, supporters of the weak, and shining beacons of light and hope. Those who work only for themselves become the power behind the throne of tyrants or evil despots themselves, suppressing any and all that dare rise against them. They are the usurpers, the plotting cardinals, the sneaky viziers, and the snakes in any court.

Bonus Proficiencies

When you join the College of the Court at 3rd level, you gain proficiency with Intimidation and Persuasion and one of the following: Arcana, History, Nature, or Religion.

I Know You

Also at 3rd level, you gain the ability to quickly suss out if someone is of value to you. Whenever you succeed on an Insight, Intimidation, or Persuasion skill check against another intelligent creature, as a bonus action you can expend one of your uses of Bardic Inspiration to cast *detect thoughts*. If the target fails a Wisdom saving throw, you immediately gain access to the creature's thoughts, as if you had chosen to probe deeper (i.e. you do not gain access to surface thoughts first).

Do My Bidding

At 6th level, whenever you use your Bardic Inspiration to inspire one of your allies, you can expend a second use of Bardic Inspiration to grant them a further d4 Bardic Inspiration die (this ignores the normal rules for only having one Bardic Inspiration die). This second die must be used at the same time as the normal Bardic Inspiration die (i.e. if a 6th level bard with the College of the Court inspires one of his allies with



the normal d8, they are also granted a d4. When the ally then chooses to use the Bardic Inspiration die, they must roll both at once).

The d4 increases to a d6 at 10th level and d8 at 12th level.

You've Failed Me

At 14th level, your intolerance for failure becomes legendary. Whenever an ally within 30 feet fails an ability check, attack roll, skill check, or saving throw you can expend one of your uses of Bardic Inspiration. The ally may then immediately retry the ability check, attack roll, skill check, or saving throw, with your Bardic Inspiration die added. Should they fail this second check, they must immediately spend 2 Hit Dice. If they have no Hit Dice left, they take 3d6 psychic damage.

COLLEGE OF THE DARK DEPTHS

Most bards are somewhat frivolous in their pursuits, be it love, artistic expression, or having a good time. But for some, there is no room for that. They need simply to stay alive in an environment that would otherwise be completely inhospitable to them. These are the bards of the College of the Dark Depths. You're one of these select few, who plumb the lands beneath the surface, surviving in the dark among drow, duergar, and worse. These lands are inimicable to most forms of life, yet you not only survive but thrive in this environment.

Bonus Proficiencies

When you join the College of the Dark Depths at 3rd level, you gain proficiency with Investigation, Stealth, and Survival.

Embrace the Dark

Also at 3rd level, you gain the ability to see in the dark by focusing your song and music into a form of echolocation. As such, by using a bonus action you gain blindsight out to a distance of 60 feet. This only works if you can make sounds, i.e. not

if you're under the influence of a *silence* spell for example. In order to maintain the blindsight, you have to keep using a bonus action each round.

Mask Presence

At 6th level, you become a master of hiding your presence from those that would otherwise notice you. Whenever you make a Stealth check, you can expend one of your uses of Bardic Inspiration to distract your opponent as well. They must make a Wisdom saving throw or be surprised if you fail your Stealth check or choose to reveal yourself.

Deep Undercover

At 14th level, your ability to blend in becomes second nature to you, and you take on the aspects of the dark lands themselves. You're always considered to be using Stealth, even when you'd otherwise be surprised. If you're discovered, then you can expend one of your uses of Bardic Inspiration as a reaction to become *invisible*. This lasts for a number of rounds equal to your proficiency modifier.



COLLEGE OF THE MUSE

Most bards create their own music or pieces of art, but there are those rare few who not only have the skill to do so themselves, but who inspire that ability in others. You are one of those rare few who wish to teach others, inspire them to greatness, and make the world a better place for as many as possible. You're the eye that catches from across the inn floor, the one they dream about during the night, the remembered first kiss, and the longing that people feel. You're at the root of some of the greatest masterpieces.

Bonus Proficiencies

When you join the College of the Muse at 3rd level, you gain proficiency with Insight, Performance, and Persuasion.

The Greatness Within

Also at 3rd level, you become an object of adoration, with people wanting to live up to your example. Whenever you succeed at a skill check, you can expend one of your uses of Bardic Inspiration. One ally of your choice within 30 feet then recovers a spent Hit Dice.

Express Yourself

At 6th level, you gain the ability to make others exceed their own limits. As a reaction, whenever an ally within 30 feet attempts an ability check, attack roll, or saving throw, you can expend two of your uses of Bardic Inspiration. This lets them add your Bardic Inspiration dice to their roll. This must be done before the DM announces the result of the roll.



My Masterpiece

At 14th level, you're able to inspire others to true greatness. As a reaction, whenever an ally within 30 feet attempts an ability check, attack roll, or saving throw with which they have advantage, you can expend one of your uses of Bardic Inspiration. This gives the ally advantage on any single saving throw within the next 24 hours, and any spent Hit Dice are automatically restored, as if the target has taken a long rest.

COLLEGE OF THE SILVER VOICE

All bards have a sense of how to make others do their bidding, be it through gentle encouragement, outright coercion, threats, or even just infatuation. You take this much, much further. You're able to use your voice or music to enthrall the people listening, making them (in some cases literally) dance to your tune. You're most often an entertainer, but sometimes you're a problem-solver, able to fix things others wouldn't be able to, through the virtue of your golden notes and silver tongue.

Bonus Proficiencies

When you join the College of the Silver Voice at 3rd level, you gain proficiency with Arcana, Insight, and one more skill of your choice.

Piping in the Audience

Also at 3rd level, you're able to target a much wider audience than normal with your spells. Whenever you cast a spell that gives the charmed condition, you can expend one of your uses of Bardic Inspiration to have it affect additional enemies within 30 feet. When you cast your spell it affects a number of extra targets equal to your Charisma modifier (minimum 1). These additional targets gain advantage on their saving throws against the spell. (i.e. a bard with a +2 Charisma modifier, who casts *charm person* at 1st level affects one target, from the spell, plus two additional targets. These two additional targets gain advantage on their saving throws).



Follow My Lead

At 6th level, you gain the ability to bolster anyone working under your command. Whenever you cast a beneficial spell on a friendly target you can expend one of your uses of Bardic Inspiration. This doubles the duration of the spell. (For spells that have instantaneous as a duration, it has no effect).

Pay the Debt

At 14th level, you're able to call down your wrath on those who spite you. Whenever you cast a harmful spell that does not deal damage, you can expend one of your uses of Bardic Inspiration to give the target disadvantage on any saving throws related to that spell. Furthermore, the spell always takes effect for at least one round before it ends. (i.e. if you cast *confusion* on an opponent, and expend one of your uses of Bardic Inspiration, the spell takes effect for 1 round, after which the opponent gets their normal Wisdom saving throw, but with disadvantage).

COLLEGE OF THE STREET

Many bards make their living entertaining nobles, or even well-to-do or common people in inns, taverns, feshalls, and elsewhere. You make your living on the street. Most of the time this is by entertaining people, but you're not above conning folks to get food on the table. As a matter of fact, you quite enjoy getting the better of the people who reckon that they're better than you. Especially if it's a matter of them being born into money or status, as opposed to earning it themselves.

Bonus Proficiencies

When you join the College of the Street at 3rd level, you gain proficiency with Deception, Performance, and Sleight of Hand.

The Hand is Quicker Than the Eye

Also at 3rd level, you gain the ability to move so fast that the eye cannot register the movement.



As an action, you can expend one of your uses of Bardic Inspiration. In the following round, you can then take two normal actions instead of the usual one.

I've Got a Deal for You

At 6th level, you become a master of figuring out what other people want. You gain advantage on all contested Deception, Intimidation, or Performance skill checks where the target stands to profit from succeeding on the skill check. For example, if you are trying to convince a guard in a noble's mansion to leave the area, you do not gain advantage. However, if you mention to him that he would receive a bribe or perhaps a kiss from his lover by doing so, you would gain advantage on the check.

The Plan is This

At 14th level, you become an expert at reading people in a short amount of time and deceiving them. Whenever you use the Deception skill, you can expend one of your uses of Bardic Inspiration to charm your target. They must succeed on a Wisdom saving throw with disadvantage or gain the charmed condition for 24 hours or until your next long rest (whichever comes first).

COLLEGE OF THE UNSEEN

Most bards love the limelight and the adoration of their audience. That is not you. You perform your work in the shadows, working not as an assassin, but to gather information on those around you. Sometimes that is for personal gain, but most often is at the behest of a taskmaster, leader or authority-figure. While you work for pay, that is not what holds your loyalty. Your loyalty comes from a cause, a belief that you're doing the right thing, and working towards a worthy goal. Your sense of what is right steers you true, and while others would love to subjugate you, you do not bend easily.

Bonus Proficiencies

When you join the College of the Unseen at 3rd level, you gain proficiency with Deception, Investigation, and Stealth.

Iron Spine

Also at 3rd level, you become incredibly strong willed and difficult to subjugate. Whenever you fail a saving throw against being charmed, you can expend one of your uses of Bardic Inspiration. This causes the charm effect to automatically end after 1 round.

The Shadows Know

At 6th level, you become intimately familiar with shadows and how to move within them. Whenever

you make a Dexterity (Stealth) skill check, while in an area of dim light or which is lightly obscured, you can expend one of your uses of Bardic Inspiration as a bonus action to become *invisible*. This lasts for a number of minutes equal to your proficiency modifier.

Grey Ghost

At 14th level, you've learned how to get into places that would be impossible for others to enter. As an action, you can expend one of your uses of Bardic Inspiration to turn your body to mist. This works as *gaseous form*, except your flying speed is 30 feet and you can talk and cast spells. This lasts for a number of rounds equal to your proficiency modifier, but can be ended at any time as a reaction.





CHAPTER 2: NEW RACE: WINGSINGER

DEAN SPENCER

CHAPTER 2:

NEW RACE: WINDSINGER

In this chapter, you'll find a new race for use in your games, subject to your DM's approval.

Brief Overview

The sound of the spheres, and the teeming possibilities of the multiverse. The tenets of the windsingers embrace all of life's many aspects and teaches each of them to experience existence to the fullest possible extent. Their long lifespans allows them to do so, savoring each experience, treasuring it as a miser might a chest full of gold.

Windsingers are a mix of extremes, combining the long lifespan of elves with the frantic life of humans, loving and experiencing as much as any human or gnome. They are social creatures, living and sharing their experiences with each other through communal songs (known as wind choirs) with each windsinger lending a unique note to the community.

Each windsinger leaves their community at a young age, setting out to experience the world, and returning when they feel that they have enough to contribute to their society. Some never return, having taken up residence among other creatures, or staying on the move for the rest of their lives.

Song, Wind and Personality

Lithe and beautiful, windsingers are agile and personable creatures. They have dark hair, with great wings like that of a bird of prey in the same color as their hair. Those few born with blonde or white hair have wings to match and are prophesied to be of great import to the windsingers. They stand between 5½ and 6 feet tall and weigh considerably less than they appear to, averaging between 90 and 130 pounds, due to their hollow bones. There is no difference between the builds

of males and females, though there tends to be more females in the species, leading some of them to be polyamorous or seek companionship outside their own kind.

A Song Through Time

Windsingers tend to live to be around 500 years old unless they fall prey to violence. In theory, this should give them a longer perspective on things, like elves, but windsingers prefer to live in the here and now. They're prone to bouts of passion, but are very quick to forgive those who have slighted them. They have no interest in holding grudges.

Windsingers have an ability to focus on anything they consider art. For most, this is song, music and storytelling—especially as the windsingers have no written history, relying instead on their oral tradition—but they can class anything from sword fighting to beer brewing as an artform. It is limited only by the individual windsinger's passion.

Above the Clouds

Windsingers live in aeries, above the treeline on mountain peaks, far out of the reach of most mortals. There they carve out their homes from the mountain rock, creating "aeries"—cities where any winged humanoid is welcome, as long as they respect the few laws of the windsingers. Here windsingers engage in their communal songs and storytelling, swooping down to mingle and trade with those who live nearby. Of course, adventurous windsingers might descend from their lofty realm in times of need, but they generally keep to themselves.

Their works of art are highly sought after, with the majority consisting of statues and small pieces of jewelry, carved into various exquisite shapes that seem almost organic, as well as musical compositions recorded in other languages.



Curiosity and Passion

Windsingers adventure due to sheer passion and curiosity. Nothing tickles a windsinger's fancy more than the promise of something new and exciting around the next corner. They do not adventure for wealth or power, though they are not blind to the advantages that these can bring, but for information, knowledge, and more than anything, for love or friendship. Many windsingers have found themselves far from home, on nothing more than the promise given to a friend of "I won't let you down. I'll always be by your side."

Windsinger Names

Windsinger names are chosen once the windsinger becomes an adult at the age of 30. Until then, the windsinger goes under a nickname given by a parent, usually the name of a bird, such as Peacock, Sparrow, or something similar. Once they pass into adulthood, they are never referred to by that name again. Windsinger names make no distinction between male and female, nor do they use clan or family names, as these are the names of the past, rather than names of the present. If there is a need to refer to a windsinger by more than their full name, the speaker will instead list their lineage as far back as needed to define the individual, such as "Amaril, daughter of Xanathir, daughter of Melanar, son of Darrah."

Names: Adin, Amarail, Darrah, Irratir, Kirrosh, Melanar, Nikesh, Surrash, Vendail, Xanathir

RELATIONS WITH OTHER RACES

Dwarves. Windsingers have an odd relationship with dwarves, as they share their lofty mountain home, but their outlook on life differs greatly. The dwarves consider the windsingers to be frivolous and unreliable. After all, hardly a generation goes by without some windsinger tradition changing.

Elves. Elves consider windsingers to be a lot like themselves, like younger brothers and sisters. Their dedication to the arts is appreciated, but the windsingers' propensity for mixing with other races leave the elves stumped. They're also not too keen on their choice of homeland, but can see why it makes sense for a winged race to have a lofty perch.

Halflings. Halflings love the windsingers. Their singing, music, and aerial acrobatics appeal to some greater longing within the diminutive race. To halfling children the windsingers are angels, winged beings with golden voices. Adult halflings know better of course, but even they still hold a great deal of reverence for the windsingers.

Humans. The reaction of humans to windsingers varies a lot. Some think they descend from angels, others that they're a fiendish plot to deceive human-kind into sin, even thinking that they're an unusually gifted or lucky tiefling on occasion. Windsingers on the other hand find humans both fascinating and repugnant. They admire human tenacity and curiosity, as well as their ability to adapt, but the things that humans do to each other leave the windsingers horrified. As such, they've learned to hold humanity at arm's distance, but will trust an individual they get to know.

Windsinger Traits

Your windsinger character has certain traits in common with other windsingers.

Ability Score Increase. Your Charisma score increases by 2, and your Intelligence score increases by 1.

Age. While windsingers age at the same rate as humans, their chaotic childhood means that they do not reach emotional maturity until the age of 30. As this is a personal process, some might reach it earlier or later, but it is unusual for that to be more than a year or two on either side, and usually as a result of some traumatic incident. Windsingers live to be around 500 years old.

Alignment. Windsingers refuse to be tied down by too many societal norms, and their lack of written tradition means that laws change quickly and abruptly with each retelling of the past. Windsingers therefore tend to be chaotic. For the most part, windsingers are good, as they strive for the betterment of both themselves and those around them.

Size. Windsingers range from 5½ to 6 feet tall, but are no slimmer than humans. Due to their hollow bones, they are much lighter, weighing

between 90 to 130 pounds. The windsingers are very consistent in their appearance when it comes to height and weight, something which scholars theorize is due to the environment they live in. The windsingers themselves don't care, and accept it as what it is. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Flight. You have a flying speed of 30 feet. To use this speed, you can't be wearing heavy armor.

Hollow Bones. Your hollow bones make you extremely light and flexible for your size. You have advantage to Acrobatics checks.

Wing Buffet. By clapping your wings together, you can create a remarkable amount of noise. As an action you can clap your wings together. Anyone caught in a 30-foot cone in front of you must make a Constitution saving throw or be deafened for 1 round.

Languages. You can speak, read, and write Common and Auran. You can speak Windsong, which has no written language. Windsong is a breathy language, full of whistling sounds and clinking. Dwarves have been known to refer to the language as "being caught in a windy tunnel. And then you hear those damned wind-chimes."

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Windsinger	5'6"	+1d6	90 lb.	x (1d6) lb.





CHAPTER 3: NEW BACKGROUNDS

CHAPTER 3: NEW BACKGROUNDS

In this chapter, you'll find a series of new backgrounds for use in your games, subject to your DM's approval.

APPRENTICE

Throughout your life you've always had the guidance of a mentor, someone who understood you and your craft. They were the guiding light of your life, and you may even have been romantically involved, though it is likely to be more of either a professional relationship or one between parent and child.

You spent your childhood, and most of your adult life, with this person, instead of with family and friends, learning from them and hanging on their very word, until one day when it ended.

Perhaps they were kidnapped, died, or you graduated from apprentice to master, but you no longer have them standing by you on an everyday basis.

You are now trying to learn from this experience. Whether it was a sad or joyous moment is up to you. Perhaps you're looking for someone to replace them, or you wish to follow in their footsteps and take on an apprentice of your own.

Skill Proficiencies: History and one more skill of your choice

Tool Proficiencies: Any one set of artisan's tools

Equipment: A set of common worker's clothes, a set of tools (as appropriate to the tool proficiency you selected above), a symbol or token showing that you have graduated, and a pouch with 10 gp.

Feature: Worker's Integrity

You've learned that sometimes it is necessary to put the nose to the grindstone and spend the time needed to do a good job. You dislike

rushing work, but while this means that you might be slow, it also means that you do excellent work, no matter what you put your mind to. Whenever you perform a job that takes more than 24 hours, you gain a bonus d4 to any checks made related to that job.

Suggested Characteristics

You're likely not affiliated with any guilds, having learned to stand on your own feet to get work done. This means that you're likely to be strong-headed and dislike the strong-arm tactics that guilds and certain authorities engage in.

d8 Personality Trait

- 1 I know best. No one else is going to tell me otherwise. And if they do, they better be prepared to back it up.
- 2 I am curious to the extreme. I can't help myself when I encounter something new. I have to take it apart, observe it, and find out how it works.
- 3 I've heard it all. I have a story for every occasion, usually one that makes others groan and go "not again..."
- 4 Everything gets related back to my work.
- 5 I put my best work forward at all times.
- 6 I cut corners when others aren't looking. Sometimes it's because it's efficient, but often it's because I'm lazy.
- 7 If I did the work, I expect to be paid. And paid well.
- 8 I don't like having others rely on me. I prefer working on my own jobs, even when working on projects with others.

d6 Ideal

- 1 **Greed.** I don't expect anything for free. Everybody's got a price. (Evil)
- 2 **Freedom.** Everyone should be allowed to ply their trade, in the way they wish. (Chaotic)
- 3 **I've got mine.** I keep my nose to myself, and out of other people's business. (Neutral)
- 4 **Community.** I try my best to make the world a better place. So should others. (Good)
- 5 **Respect.** I follow my mentor's teachings. It's my duty to pass them on and spread knowledge. (Lawful)
- 6 **Aspiration.** I strive to be the very best at what I do. (Any)

d6 Bond

- 1 My mentor was lost to me. I will find them once more.
- 2 I learned everything at the feet of my master. I shall pass on our combined knowledge to the next generation of apprentices.
- 3 I have plans for something truly marvellous, something that will change the world.
- 4 I will prove myself in the eyes of my master. It was a mistake to discard me as a failure.
- 5 I work for wealth. The wealth is not a goal, but a means to an end.
- 6 My greatest creation was destroyed. I will restore it, and have my revenge for its destruction.

d6 Flaw

- 1 I cannot admit to being wrong.
- 2 I see flaws in everyone and everything. And then I point them out.

- 3 I always suspect the worst of others.
- 4 I am too generous for my own good.
- 5 I believe that only those who work for a living are worth my time.
- 6 I anger quickly, and strike out physically when I do.



DILETTANTE

You always wished you'd been born into nobility, rather than the poor family that brought you up. You spent an early childhood dreaming yourself away into a world where you impressed kings and queens with your wit, charmed your way into the arms of the royal courtiers, and had affairs with princes and princesses. Every time you came back to your grim reality though, and your determination to change your fate grew stronger each time..

Until one day when you figured out that just because you weren't *born* into aristocracy, didn't mean you couldn't make it there. After all, had noble families not been common like yours at first? Of course they had. All you had to do was break the shackles of your past and impress those in power.

Now you travel, dressing yourself like the noble you wish you truly were. You play to people's perceptions, and impress them with your wit and charm. Seeing is believing and what these people see is an aristocrat at work. Of course, should you ever be found out, the consequences could be dire, but nobody has realized yet.

Skill Proficiencies: Deception, Persuasion

Tool Proficiencies: One type of gaming set

Equipment: A set of fine clothes (probably stolen), a (fake) scroll of pedigree, and a purse containing 15 gp.

Feature: Not Actually Born Into It

You're always trying to impress people with your noble breeding. Due to your mannerisms and the way you carry yourself, people assume that you're an aristocrat. However, while nobles and aristocrats treat you as one of their own, their servants pick up on the little hints that they do not, and they suspect. None of them ever tell on you though, and you get the choicest cuts of meat and the best treatment that they can give, in respect of your gumption and thumbing your

nose at the actual nobility. They'll shield you from persecution should you ever be found out, often taking significant risks to help you, though this only applies to direct servants of nobles, and not common folk, like serfs.

Suggested Characteristics

While you weren't born into nobility, you carry yourself with grace and poise to such a degree that most people can't tell the difference. You're free of the restrictions of other nobles, in that you have no land or actual title, but come in as a "distant relative of the duke" or the lord of some distant or made-up country. You're forever on guard against being discovered however, as your lack of actual noble blood could, in some countries, get you imprisoned or killed.

d8 Personality Trait

- 1 I flatter everyone, seeing it as a way to ingratiate myself with them.
- 2 I secretly believe that everyone can see through me, so I double check everything in my paranoia.
- 3 I share the wealth that I see around me, even though it is not mine.
- 4 I try to speak the language of the nobility around me, but I often get some words wrong.
- 5 I often help out the common folk, even when "in noble character." This makes me seem generous to other nobles, but it is my way of giving back.
- 6 I have few true friends. Only those few might know my origins.
- 7 I look down upon nobles and aristocrats. Why do they think they're better than others?
- 8 I put on pompous airs and fake manners whenever I don't understand something.

d6 Ideal

1 **Respect.** I deal with everyone respectfully, believing that each one is worth of my time. (Good)

2 **Power.** Power will set me free. With it, my station will become real. (Evil)

3 **Independence.** I must free myself of any shackles of birth. (Chaotic)

4 **Authority.** By the authority I've assumed, I must bring order to the world. (Lawful)

5 **Aspiration.** One day I will earn what I have assumed. (Neutral)

6 **Family.** I'll do anything for my family. (Any)

d6 Bond

1 My family is poor, and I try to provide for them still.

2 My family disowned me due to my endeavours. I will become a noble and get them to take me back.

3 I still hold on to a token that reminds me of who I was. It is my cornerstone.

4 I once revealed my past to someone and they now hold that over me.

5 I accidentally used a real title, and ran into the title holder. I'm now hunted.

6 I help young children make the most out of their lives, to be genuine compared to me.

d6 Flaw

1 I mispronounce words that nobles should know.

2 I will do anything for a promise of reward.

3 I'm a romantic at heart and still believe in happy endings.

4 I overindulge in food and drink.

5 The poor deserve what they get. They could do like I do.

6 I steal from those who I pretend to belong to.



FATED

Once every few generations there comes along a person who is destined to change the course of the multiverse. Some are chosen by the gods, some forgotten by the strands of fate, some have a great prophecy foretold about them, and still others make the multiverse accept their destiny through sheer force of will.

You're not certain which one of these you belong to. Maybe none, maybe it's just all in your head, but throughout your entire life you've sensed that there was something special in wait for you, that there was something you had to do. Something that no one else could do. And now, you sense that it's time to act.

Note: You should work together with your DM ahead of time to determine what your fate is. It could be that you're supposed to save (or destroy) the world. Work together to find what suits you, and what the consequences might be if you fail. Perhaps you or your character don't even know, but your DM should be aware of that fact too.

Skill Proficiencies: Insight, Religion

Language Proficiencies: One of your choice from the following: Abyssal, Celestial, Infernal, or Primordial

Equipment: A set of commoner's clothes, a token of your destiny (possibly religious), and a purse containing 10 gp.

Feature: The Chosen One

Your conviction that you have a destiny to fulfill allows you to continue going where others would falter. Whenever you make a saving throw against effects and conditions that would result in exhaustion levels, you can expend 1 HD to gain advantage on the saving throw. Furthermore, when you take a long rest, you remove 2 levels of exhaustion.

Suggested Characteristics

The fated carry their destiny with them at all times,

either actively letting it guide their path or by trying to deny it. But destiny and fate are harsh mistresses. Even by trying to avoid your place in the multiverse, you end up fulfilling it anyway. You are strong, shaped by your experiences and knowing that whatever your destiny, it is a great one.

d8 Personality Trait

- 1 I am convinced in the rightness of my cause, and I tell everyone about it.
- 2 I don't judge others at all. Like me, they are just cogs in the machinery of the multiverse.
- 3 I believe that I'm looking for someone special. The destiny is not about me, I'm just the messenger who finds the prophesied one.
- 4 I'm so confident in my own abilities that it rubs off on others, making them more confident.
- 5 I don't think. I act. The fates will steer me right.
- 6 I don't talk much. It wastes time.
- 7 I totally ignore those that I deem to be unworthy.
- 8 I am a fatalist. Whatever I do is meant to happen, good or bad.

d6 Ideal

- 1 **Fate.** I must fulfill my destiny. It's just how it is. (Lawful)
- 2 **Rebellion.** I am a slave to no man or god. I will make my own way. (Chaotic)
- 3 **Might.** My fate is to rule the world. The world just doesn't know it yet. (Evil)
- 4 **Contemplation.** What can change the nature of a man? How can anyone change their destiny? How can I? (Neutral)



5 **Survival.** Endure. In enduring, grow strong. And this fate will not be the end of me. (Neutral)

6 **Salvation.** I must save the world and those who live in it. (Good)

d6 Bond

1 I will find the answer to my destiny, despite those who wish to stop me.

2 I carry a small, but important item, that must be destroyed at all cost.

3 If I don't fulfill my destiny, and stop something from happening, the world will end.

4 I had to abandon my family for my quest. One day I'll return to them.

5 I have found my true love. Unfortunately, they don't believe in my fate.

6 No one else can do this. No one else will have to.

d6 Flaw

1 I have done terrible deeds in the pursuit of my fate.

2 I disregard others unless they help me reach my goal.

3 I'm overconfident well past the point of arrogance.

4 I generalize and focus only on the big picture rather than the details.

5 I believe I will die soon. I intend to enjoy life to the fullest in the meantime.

6 It has been foretold that an ally will betray me, so I never fully trust anyone.

STAR-CROSSED LOVERS

Love drives you to take action. It is an essential part of you. The love for and of another person makes you do things. Sometimes foolish, often heroic, but you wouldn't be who you are, or where you are, if you didn't have love driving you on.

Your love could be unrequited, or it could have been lost. The person you love may just be above your station, and you're out to prove yourself. It might even be platonic or the love on an object, but your sheer admiration and infatuation informs most of your actions.

Regardless of the circumstances, you want to prove yourself worthy of that love.

Skill Proficiencies: Insight, Persuasion

Equipment: A set of common clothes, a token of affection (love letter, lock of hair in a locket, etc.), and a purse containing 10 gp.

Feature: Love At First Sight

You're able to convince others that they should help you out in your quest for love. Whenever you interact with someone who has experienced love, they're willing to go out of their way to help you. This extends to offering you lodgings, transportation, or minor services, as long as it doesn't put themselves at risk. They will also spread the word of your deeds and your quest, which may impact your journeys and adventurers further down the line (as determined by the DM).

Suggested Characteristics

Lovers tend to fall into two categories: The cheerfully optimistic or the fatalistic. The optimists tend to see an opportunity in everything, a way to further their cause and impress their love, or help them reunite. The fatalistic seem convinced that their love is doomed from the beginning. Both still try their level best to fulfill their quest, even if the fatalistic seem to take a weird form of pleasure from being thwarted—something that often leads to either terrible or fantastic love poems.

d8 Personality Trait

- 1 I idolize the person that I love. I constantly think out loud about how I can impress them.
- 2 I'm annoyingly optimistic, and try to share this with the world.
- 3 My love blinds me to the affections of others. I make friends, but nothing beyond that.
- 4 I love gossip. I seek out gossip and information whenever I come to a new town.
- 5 It feels like I (or my love) have a friend everywhere I go.
- 6 I tell anecdotes of my childhood, trying to tie them into what's going on.
- 7 I never listen to advice. It just goes over my head that it applies to me.
- 8 I'm a wallflower. I hate being the center of attention.

d6 Ideal

- 1 **Good.** People come and go, but friendships are forever. (Good)
- 2 **Freedom.** The only chains I want are those I chose to submit to. (Neutral)
- 3 **Redemption.** Everyone has the potential to do good things, even those who did evil before. (Good)
- 4 **Tradition.** The traditional ways are the best. Don't change simply for change's sake. (Lawful)
- 5 **Might.** If anyone stands in my way, I'll remove them. Permanently. (Evil)
- 6 **Deeds.** Actions count, not words. (Any)

d6 Bond

- 1 The love token that I carry means the world to me.

2 One day I'll return home to (or with) my love.

3 Blood is thicker than water, and family matters.

4 I will overcome all obstacles and impress the one I love.

5 I will destroy anyone standing in my way.

6 I don't have any children of my own (yet), but I have a soft spot for the young and help when I can.

d6 Flaw

1 I'm impatient to the point of rudeness. I don't have much time for talking.

2 I hold grudges forever.

3 Whenever something is around that reminds me of my beloved, I get distracted.

4 Anyone who gives my beloved attention is a potential rival.

5 I am indecisive. I tend to talk rather than act. Even in the face of danger.

6 I collect everything. It might be useful at some point.



ON THE RUN

Being on the run is not how you were born, but it has come to define your actions and who you truly are. You might be an escaped convict, on the run for a crime you didn't (or did) commit, hounded at every point by the law and bounty hunters. You might be on the run from an arranged marriage with the family of your spouse-to-be hot on your heels, determined to drag you back to wedlock. You might be a slave that escaped your master, or a soldier running from conscription. Regardless of the circumstances, you spend your time trying hard not to be noticed, as the smallest slip could blow your cover and bring your pursuers back onto your trail.

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: Thieves' tools

Equipment: A set of common clothes (in colors designed to blend in), a set of broken chains and manacles, and a purse containing 10 gp.

Feature: On the Run

Throughout your time on the run, you've learned to appeal to the good nature of those who you're interacting with. As a result, you're able to speed the travels of you and your companions along. Whenever you are in within an urban environment, you're always able to find transportation to take you elsewhere, provided it is not into dangerous territory. The transport you find is the fastest available (travelling at least 20% faster than the normal travel pace for that form of transport), and if it has a price you get it for 10% less than normal.

Suggested Characteristics

The life of someone on the run is defined by the need to constantly move on, and to be on guard at all times. An edge of paranoia inevitably sets in, leading to difficulties in trusting others or settling down.

d8 Personality Trait

- 1 I check my surroundings regularly. You never know who might be listening in.
- 2 In any situation, the first thing I do is to find the exits.
- 3 I'm slightly frantic, unable to sit still and fidgeting when forced to do so.
- 4 I like meeting new people, but I don't trust them until I know them well.
- 5 I never sleep in the same place twice, even if that means changing rooms at the inn.
- 6 I take unnecessary risks, and don't care much for odds.
- 7 I always (or never) plan ahead. That way I am difficult for my opponents to outsmart through either preparedness or chaos.
- 8 I always remain cool and aloof.

d6 Ideal

- 1 **Freedom.** I'll do my best to never be caught again. (Chaotic)
- 2 **Redemption.** I did not do the crime for which I'm accused. I'll prove it and overturn the corrupt system. (Lawful)
- 3 **Descent.** I didn't commit the crime, but everyone has judged me now, so I will become the monster they think I am. (Evil)
- 4 **Greater Good.** I did something wrong, but for the right reason. I would do so again. (Good)
- 5 **Self-reliance.** I just want to leave it all behind me and be left alone. (Neutral)
- 6 **Reputation.** If I become famous or infamous enough, they will leave me alone. (Any)



d6 Bond

- 1 When I ran, I left behind my family. They are most precious to me.
- 2 I owe my freedom to someone else. I can never repay them.
- 3 I survived years of being a fugitive through the help of others. I owe their sacrifice a debt, which I repay by helping others.
- 4 No one else should be forced to suffer like I have.
- 5 I would sacrifice anything for those who I consider friends.
- 6 I still dream of my first love, and one day I'll come back.

d6 Flaw

- 1 I am distrustful in the extreme.
- 2 Once you get on my bad side, you never recover.
- 3 In any conflict, my first instinct is to run.
- 4 I hide a secret that is so terrible that others instantly turn on me when I reveal it.
- 5 I brought all of my misery upon myself.
- 6 I cannot back down from a fight or argument.



CHAPTER 4: NEW EQUIPMENT

EM SPENCER

CHAPTER 4: NEW EQUIPMENT

In this chapter, you'll find a series of new pieces of equipment for use in your games, subject to your DM's approval.

NEW EQUIPMENT

Item	Cost	Weight
Bard Box	40 gp	20 lb.
Songbook, Regional	20 gp	4 lb.
Steel Backing	10 gp	special (see text)
Vuvuzela	30 gp	2 lb.
Weighted Cloak	20 gp	3 lb.

Bard Box

A bard box is a small chest filled with various useful (and useless) knick knacks, little metallic toys and instruments, costumes, hand puppets, and other paraphernalia that can be used by an entertainer. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise, as well as skill checks made to entertain children.

Songbook, Regional

Many musical artists and entertainers collect notes and write down their songs to preserve them for posterity. A few of them do so for each region they travel through, and then they sell copies of these books to entertainers that are headed for that region, giving them a boost up.

A regional songbook provides advantage on Performance checks that involve music, for the region that they're created for, as they consist of a collection of folk songs and popular lyrics. These may become out of date over time at the DM's discretion.

Steel Backing

Steel backing isn't a separate item. Instead, it is a piece of steel designed to be grafted on to an existing instrument (usually a stringed one like a guitar or violin, but variants exist for all types of instruments) and disguised so as to be undetectable to the naked eye. This allows the instrument to be used as a club, but with the heavy weapon property. This also adds 50% to the weight of the instrument.

Vuvuzela

A vuvuzela is a 2-foot long brass horn, created to emit a deafening and monotone sound that distracts and annoys anyone who hears it within 60 feet. You can add your proficiency bonus to any ability checks you make to play music with the instrument, as long as you're trying to distract or annoy your target (such as through the use of the Deception skill, to distract the city guards). Any attempts to use this instrument to attempt a positive outcome (such as a Performance check to win over an audience) has disadvantage on the check.

Weighted Cloak

A weighted cloak is a cloak in which links of chain have been woven, as part of the fabric itself. It is indistinguishable to the naked eye from a normal cloak, but when held, it's clear that it's much heavier than a normal cloak. Due to its heavy weight, it can be used as both a makeshift weapon or to help protect yourself.

As an action, when wearing the cloak, a wearer can wrap it around their arm for use as a makeshift shield. This increases your Armor Class by 1, but cannot be combined with a normal shield.

As an action, when wearing the cloak, a wearer can roll up the cloak to use as a weapon. At that point it performs as a mace, but with disadvantage to hit.

Returning it to your back is another action.





