

## BARD

You are a charming performer whose wit and words can inspire heroism in your allies and a rising sense of dread in your foes. When your bard character chooses a bard college at 3rd level, the College of Tragedy is a new option available in a Tal'Dorei campaign.

### COLLEGE OF TRAGEDY

Not all grand stories conclude in triumphant victory. Many tales end with death and despair, and bards of the College of Tragedy know that sorrow and pathos are emotions just as potent as joy and delight. These bards specialize in the power of tragic storytelling, weaving words and spells together to dramatic and devastating effect.

#### POETRY IN MISERY

When you join the College of Tragedy at 3rd level, you learn to harness the beauty in failure, finding inspiration in even the direst twists of fate. Whenever you or an ally within 30 feet of you rolls a 1 on the d20 for an attack roll, an ability check, or a saving throw, you can use your reaction to soliloquize and regain one expended use of your Bardic Inspiration feature.

#### SORROWFUL FATE

Starting at 3rd level, you exploit a foe's peril to instill deep feelings of sorrow and doom. When you or an ally you can see forces a creature to make a saving throw, you can expend one use of your Bardic Inspiration to change the type of saving throw to a Charisma save instead.

If the target fails this save, roll a Bardic Inspiration die. The target takes psychic damage equal to the result, and is plagued with regret for 1 minute. If the target is reduced to 0 hit points during this

time and can speak, they are magically compelled to utter darkly poetic final words before succumbing to their injuries.

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

### TALE OF HUBRIS

At 6th level, you learn to weave a magical narrative that draws out the fatal arrogance of your foes. When a creature scores a critical hit against you or an ally within 60 feet of you that you can see, you can use your reaction and expend one use of your Bardic Inspiration to target the attacking creature and evoke the story of their downfall. For 1 minute or until the target suffers a critical hit, any weapon attack against the target scores a critical hit on a roll of 18–20.

At 14th level, the critical hit range of this feature increases to 17–20.

### IMPENDING MISFORTUNE

Also at 6th level, your words can twist the power of fate to create triumph from the promise of future despair. When you make an attack roll or a saving throw, you can gain a +10 bonus to the roll, but the next attack roll or saving throw you make takes a –10 penalty. If not used, this penalty disappears when you finish a short or long rest.

You can't use this feature again until you finish a short or long rest, or until you are reduced to 0 hit points.

BALTHASAR  
BLEAKSKULL



#### BALTHASAR BLEAKSKULL

*Male half-giant College of Tragedy bard*

Born in Westruun and raised by two loving goliath parents—a towering warrior and an equally massive astronomer of the Yuminor Observatory—Balthasar Bleakskull was exposed to the adventuring lifestyle and academia from an early age. He tumbled into the art of theater when he was but a child, and followed his passion for drama into adulthood—when he was entangled in a bloodcurdling academic conspiracy that left eight dead, including his dramatic mentor and his lover. Since then, he has devoted his dramatic skill to the art of tragedy, to grant his audiences the catharsis that he one day hopes to give himself.



## NIMBUS OF PATHOS

Upon reaching 14th level, you can touch a willing creature as an action and empower it with tragic heroism. For 1 minute, the creature is surrounded by mournful music and ghostly singing, granting it the following benefits and drawbacks:

- The creature has a +4 bonus to AC.
- It has advantage on attack rolls and saving throws.
- When the creature hits a target with a weapon attack or spell attack, that target takes an extra 1d10 radiant damage.
- Any weapon attack against the creature scores a critical hit on a roll of 18–20.

When this effect ends, the creature immediately drops to 0 hit points and is dying. Once you use this feature, you can't use it again until you finish a long rest.



## CLERIC

You are a wise disciple of one or more of Exandria's gods, whose divine hands can no longer shape the world on their own. When your cleric character chooses a divine domain at 1st level, you can consult your god's entry in chapter 2 for suggestions on which domains they might grant. The Blood Domain and Moon Domain are new options available in a Tal'Dorei campaign.

## BLOOD DOMAIN

Developed in Wildemount by the Claret Orders, the Blood Domain centers around the understanding of the natural life force as it exists within the body, and the divine conduit it can become. Those who take up this domain understand that the power of blood is the power of sacrifice, the balance of life and death, and the spirit's anchor within the mortal shell.

Gods who grant the power of the Blood Domain, including the Ruiner and the Matron of Ravens, direct their followers to tap into the connection between body and soul, exploit the hidden reserves of will within one's own vitality, and corrupt the bodies of others through the secret rites of hemocraft. Clerics of good gods use hemocraft to fill their self-sacrifice with purpose and power, while clerics with fewer morals use the blood of others to achieve their own malevolent ends.

## DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Blood Domain Spells table.

### BLOOD DOMAIN SPELLS

Cleric Level	Spells
1st	<i>false life, sleep</i>
3rd	<i>hold person, ray of enfeeblement</i>
5th	<i>haste, slow</i>
7th	<i>blight, stoneskin</i>
9th	<i>dominate person, hold monster</i>

### ALASTERRE DE VITREVOS

*Male human Blood Domain cleric*

The director of Tal'Dorei's Claret Order is a meticulous, orderly man. He believes that he deserves all the good that comes to him in the world—and, in fairness, all the bad as well. He wields the unsettling magic of hemocraft created by his order in service of both his organization's interests, and the divine interests of the Matron of Ravens. His goals are simple: purge the world of undead, particularly vampires, and make his name one sung across Exandria in the process.