

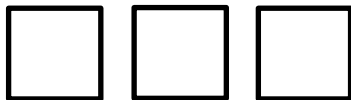
Bardic Inspiration

1 bonus action

60ft. range

1d8

10 min



Dancing Item

Larger or smaller construct



Damage Immunities: poison, psychic

Condition Immunities: charmed, exhaustion, poisoned, frightened

Senses darkvision: 60 ft., passive Perception 10

Languages: understands the languages you speak

Challenge — Proficiency Bonus (PB): equals your bonus

Immutable Form: the item is immune to any spell or effect that would alter its form.

Irrepressible Dance:

When any creature starts its turn within 10 feet of the item, the item can increase or decrease (your choice) the walking speed of that creature by 10 feet until the end of the turn, provided the item isn't incapacitated.

Actions:

Force-Empowered Slam, Melee Weapon Attack:

your spell attack modifier to hit, reach 5 ft., one target you can see.

Hit: 1d10 + PB force damage.

Mote of Potential:

When granting a Bardic Inspiration, you summon a Mote of Potential that orbits within 5ft. of the creature.

Ability check: the Bardic Inspiration die can be rolled again, pick one.

Attack roll: the target and each creature of your choice you can see within 5ft. of it must succeed on a CON saving throw (DC 14) or take thunder damage equal to the number rolled on the Bardic Die.

Saving Throw: the creature using the Bardic die gains temporary hit points equal to the number rolled on the Bardic Die +3.