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## 1 College of Spirits Bard Features

- 3 cantrips
- Spell slots: 4-3-3-1
  - 9 spells known
  - Spell save DC 16 (8 + CHA + PB)
  - Ritual casting
- Jack of All Trades: Add half proficiency to ability checks that don't already include proficiency
- Guiding Whispers: You know Guidance with a range of 60 feet
- Spiritual Focus: Add a d6 to the damage dealt or HP healed of any spell
- Expertise (2 skills: Deception, Perception)

### 1.1 Spells (as of level 7, 10/10 known)

#### 1.1.1 Cantrips

- Minor Illusion
- Vicious Mockery
- Message
- Guidance

#### 1.1.2 1st Level

- Command
- Charm Person
- Thunderwave
- Healing Word
- Dissonant Whispers
- Silent Image

#### 1.1.3 2nd Level

- Misty Step
- Invisibility

- Cloud of Daggers

#### 1.1.4 3rd Level

- Leomund's Tiny Hut
- Fear

#### 1.1.5 4th Level

- Dimension Door

### 1.2 Bardic Inspiration

- 5 uses (CHA) per short/long rest
- **Bonus action** to give a creature within 60 feet (not you) bardic inspiration
- Creature adds d8 to one ability check, attack roll, or saving throw
  - Can wait until after d20 roll to use Bardic, but must decide before result is declared
  - Can only have one bardic at a time
- **Magical Inspiration** (Tasha's): Bardic Inspiration can also be used to add damage or healing to a spell

### 1.3 Tales from Beyond

- Takes **bonus action** and 1 Bardic Inspiration use to discover effect
  - Bardic roll tells you the effect you can bestow
  - Can only have one effect stored at a time
  - Effect disappears after finishing a short or long rest
- Takes **action** to give effect to target creature you can see within 30 feet

### 1.4 Spirit Session

- Takes an hour, and can be done during a short/long rest
- At the end of the ritual, you learn a spell of your choice from any class until you start a long rest
  - Number of creatures in the ritual (including you) is the max level of the spell
  - Max number of creatures is 3 (PB)
  - Must be a divination or necromancy spell
- Spell counts as a bard spell and doesn't count against your number of spells known

### 1.5 Countercharm

- Takes **action** to start performance that lasts until the end of your next turn
- While performance is active, you and friendly creatures that can hear you within 30 feet have advantage on saves against being frightened or charmed
- Performance ends early if you choose to end it (no action required), or if you are incapacitated/silenced

## 2 Feats

### 2.1 Fey Touched

- Learn Misty Step and Command (always prepared)
- Can cast these without consuming a spell slot once per long rest each
- Can also cast these using a spell slot

## 3 Magic Items

### 3.1 Sauce Pouch

#### Description

This pouch contains a swirling mix of sauce and anti-sauce - some of the tastiest and nastiest concoctions devised throughout the years by chefs from all walks of life.

#### Usage (requires attunement)

This magic item resets to 1 charge at the end of a long rest. It can gain additional charges by casting spells:

- After using a spell slot of 1st level or higher, roll a d20. On a success, the pouch gains an additional charge.
  - The success probability is 5% per spell level, so a level 3 spell has a 15% chance of creating an additional charge.

Any object dipped in the pouch then touched to a creature will release the sauce/anti-sauce's effect on said creature. Roll 1d20 to determine the potency of the effect.

### 3.2 Token from the Fae

#### Description

A small wooden token that fits in the palm of your hand. One side has ornate engravings of the forest where you met the Fae. The other side is engraved with six blank almond-shaped eyes.