@tmgdnd

"whether scholar, skald, or scoundrel, a bard weaves magic through @mountaingoats to inspire allies, demoralize foes, manipulate minds, create illusions, and even heal wounds." this bot works with 5e rules/logic. made by @sheishistoric"

<https://www.dndbeyond.com/characters/classes/bard>

<https://roll20.net/compendium/dnd5e/Classes:Bard#content>

<https://geekandsundry.com/the-complete-beginners-guide-to-starting-a-bard-in-dd/>

<http://engl393-dnd5th.wikia.com/wiki/Bard>

<https://www.reddit.com/r/DnD/comments/3j7ut9/what_makes_you_want_to_play_a_bard/>

<https://twitter.com/gimmeapc>

<https://www.reddit.com/r/rpg/comments/20s397/looking_for_cool_ideasconcepts_to_role_play_a_bard/>

<http://www.giantitp.com/forums/showthread.php?222092-Roleplaying-a-Bard>

List of names

List of adjectives

List of colleges – lore, valor, glamour, swords, whisper, satire

List of objects

List of song lyrics (maybe if I can divide them up into some separate lists)

Initial tweet:

A (an) <adjective> <race> bard, <alignment> and <background> takes up the call of @mountain-goats.

Second tweet (role-playing moment)

Third tweet (mentions the song/lyric)

1. **Bardic Plot Hooks**
   1. Bard is asked or paid to sing the praises of a politician during an election period.
   2. Bard is asked to sponsor or teach at a music school. School is a front for an evil plot.
   3. Bard is paid to sing and spread the word about the misdeeds of a city councilman. Are the accusations true?
   4. Bard is asked to judge a wine tasting competition. Bribes are offered to pick a certain winner.
   5. Bard is asked to judge a beauty contest. Bribes are offered to pick a certain winner.
   6. Bard is asked by a mysterious agent to report if certain visitors come to the inn he regularly plays at.
   7. Bard’s work gets stolen.
   8. Someone else takes credit for the bard’s creations.
   9. Bard attracts groupies. How does he handle the 24/7 personalities, stalkers, and attention? What if one of the groupies was a serial killer?
   10. A group of 1/2 orcs demand the bard explain what poetry is to them–or else.
   11. A half-orc bard is run out of town simply on the word of an elven bard who is a racist.
   12. A bard has lost his voice do to the ill-worded wish of a merchant elsewhere in town (he wished for a beautiful voice and the merchant received the bard’s voice).
   13. A young lady falls in love with a PC bard and her ex-fianc? comes looking for revenge.
   14. A master bard’s note book is discovered and being auctioned off in town.
   15. At a tournament, the Big Noble is having a barding contest, the prize being a golden nightingale.
   16. Somehow the PC party has evoked the ire of a bard. The bard now sings of the PCs in less than flattering terms, turning the populace against the party.
   17. A bard is hired to teach a nobleman’s son. While under his tutelage, the son disappears. The boy was either kidnapped or he just ran away.
   18. A doppelganger takes the bard’s identity and uses it to do all sorts of nasty things, leaving the bard holding the bag.
   19. The bard is charmed by a fey creature to play a song that has been outlawed by the local Duke (the story about how the Duke was tricked by three leprechauns).
   20. A group of humorless, colorless people kidnap a bard to teach them about art, music, and humor.
   21. A group of humorless people take offense at the bard’s light-hearted antics.
   22. An innkeeper hires a bard to entertain the common room of his inn. While the bard is singing, the innkeeper’s minions are robbing the patron’s rooms.
   23. Bardic Inspiration (this is an important one)
   24. Song of Rest
   25. Countercharm
   26. Cutting words
   27. Ritual casting
   28. Spellcasting focus
   29. Whistling healing words to awaken (and annoy)
   30. Preparing a greeting at a party
   31. Scanlan plays a tune “not to distract, but accompany” the drinks Vox Machina will share with Lord Greyspine as Vax steals wine.
   32. Summoning an object
   33. Healing
   34. In a moment of boredom
   35. Easing tension
   36. Attempted suggestion?
   37. Assisting?
   38. Victorious singing after defeating a monster
   39. Teleporting out of a space
   40. #Name reaches into their bag, taking out #object
   41. Preparation for other people?
   42. Saying goodbye to a character
   43. A love song, as a thank you to other characters
   44. Deceiving
   45. Using a legendary item
   46. Counterspell
   47. Dominate Person
   48. Accompanying other characters' moves
   49. Funerals
   50. Entering a new city
   51. Traveling
   52. In a tavern
   53. On a boat
   54. Bargaining
   55. Leaving the group
   56. Praising a hero
   57. Persuasion
   58. Buffer during battle
   59. Distraction
   60. Venomous Whispers
   61. Death save

* **Strength:** Good for skill checks, and some melee builds will need STR, but most won't. Valor Bards are more likely to go with STR over Lore Bards.
* **Dexterity:** This should almost certainly be your secondary stat, and Valor Bards will want to have this roughly equal to their CHA. It boosts your attack, initiative, and AC, not to mention some great skills.
* **Constitution:** Hit Points are good.
* **Intelligence:** You might want a decent Arcana. Or you might dump this completely.
* **Wisdom:** If you don’t dump INT, dump this. You might want it to boost your Perception and saves, but you need to pick one of them.
* **Charisma:** This is your primary casing stat. Always pump it up.
* **Weapon Proficiency**: You get all simple weapons, plus some martial swords and ranged weapons.

<http://www.giantitp.com/forums/showthread.php?427508-Player-s-Gonna-Play-A-Bard-s-Guide>

Objects to work with:

* (*a*) a rapier, (*b*) a longsword, or (*c*) any simple weapon
* (*a*) a diplomat’s pack or (*b*) an entertainer’s pack
* (*a*) a lute or (*b*) any other musical instrument
* Leather armor and a dagger
* Medium armor, shields, and martial weapons
* **Weapons:** Simple weapons, hand crossbows, longswords, rapiers, shortswords
* **Tools:** Three musical instruments of your choice

Cantrips for a bard:

[Acid Splash](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/acid_splash/index.html)   
[Chill Touch](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/chill_touch/index.html)   
[Dancing Lights](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/dancing_lights/index.html)   
[Druidcraft](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/druidcraft/index.html)   
[Eldritch Blast](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/eldritch_blast/index.html)   
[Fire Bolt](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/fire_bolt/index.html)   
[Guidance](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/guidance/index.html)   
[Light](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/light/index.html)   
[Mage Hand](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/mage_hand/index.html)   
[Mending](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/mending/index.html)   
[Message](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/message/index.html)   
[Minor Illusion](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/minor_illusion/index.html)   
[Poison Spray](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/poison_spray/index.html)   
[Prestidigitation](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/prestidigitation/index.html)   
[Produce Flame](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/produce_flame/index.html)   
[Ray of Frost](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/ray_of_frost/index.html)   
[Resistance](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/resistance/index.html)   
[Sacred Flame](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/sacred_flame/index.html)   
[Shillelagh](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/shillelagh/index.html)   
[Shocking Grasp](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/shocking_grasp/index.html)   
[Spare the Dying](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/spare_the_dying/index.html)   
[Speak with Animals](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/speak_with_animals/index.html)   
[Thaumaturgy](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/thaumaturgy/index.html)   
[True Strike](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/true_strike/index.html)   
[Vicious Mockery](file:///Users/macuser/Desktop/just%20D&D%20things/5thsrd_offline/spellcasting/spells/vicious_mockery/index.html)

Level 1 spells:

* Dissonant whispers
* Faerie fire
* Heroism
* Sleep
* Tasha's hideous laughter
* Healing word
* Cure wounds
* Thunder wave
* Bane
* Unseen servant
* Silent image
* Charm person
* Earth tremor
* Longstrider
* Animal
* Friendship
* Comprehend languages
* Detect magic
* Disguise self
* Feather fall
* Identify
* Illusory script
* Speak with animals

**AR:** I wrote the code from scratch in Python with a MySQL database, specifically for MagicRealismBot. Basically, there are a number of tweet templates we call bases. Each base has some hard coded text interspersed with placeholders for various parts of speech.

The placeholders can also carry tags which are used to filter the possible words that could be used in any position. For example, a placeholder for an object could be $ob-thing-concept-structure. The script collects all the objects with those tags then chooses one at random.

Part way into the process we introduced a new kind of ‘special’ placeholder to add variety to some of the bases. These generally contain short phrases rather than single words and always contain additional placeholders of their own. Objects, verbs, adjectives and people can also contain placeholders. This nesting often turns out to be quite deep, increasing the variety of results.

I included a few additional routines to polish the output a bit. There’s a mechanism for altering the verb when something like ‘prime numbers’ or ‘opposites’ turns up in a spot that would normally be singular. All person nouns are marked she/he/either to avoid using ‘they’ all the time. When a pronoun placeholder is encountered, a function searches for the person in the story and uses the appropriate pronoun or a random one. Functions from the Python library *inflect.py* take care of a/an and pluralisation. These kinds of details help the bot not sound so “bot-like”.