



Just TRY and resist my charm... *wait—NO, don't!* Each Songweaver holds a spark granted to them by a muse at birth; a spark which fuels their creative energy and flows forth in the form of a sharp wit, relentless humor, or moving art.

The power of a Songweaver's spark is also evident in their powerful sway over others. Songweavers can bolster and infuse courage in their allies, or... make their enemies' brains leak out through their ears. The Songweaver can bring a whole new meaning to verbal abuse! They can even redirect the (often justified) attacks of others, in order to protect their own moneymakers. As a Songweaver, you can:

- **Charm** the hapless people you meet and inspire your allies to reach fantastic new heights of heroism!
- **Use your Lyrical Weaponry** and powerful charisma to dominate enemies and call special friends to aid you in your journeys and battles. You can even redirect attacks away from yourself and make enemies attack their own allies!
- **Control the Battlefield** with a chord of chaos, a rad heroic ballad, or a debilitating rhapsody; make your allies and enemies alike dance to your tune!



SONGWEAVER

Key Stats: WIL, INT **Hit Die:** 1d8 **Starting HP:** 13
Saves: WIL+, STR- **Armor:** Cloth, Leather **Weapons:** DEX, Wands
Starting Gear: Adventurer's Garb, Instrument, Dagger, Mirror

- LEVEL 1** **Wind Spellcasting and...** You know cantrips from the Wind school and 1 other school of your choice. You also know the cantrip Vicious Mockery:
Vicious Mockery. (Wind cantrip) Action: Range: 12. Damage: 1d4+INT psychic (ignoring armor). On hit: the target is Taunted during their next turn. High Levels: +2 damage every 5 levels.
Songweaver's Inspiration. (2×WIL times/Safe Rest) Free Reaction: Allow an ally to reroll a single die related to an attack or save (must keep either result).
- LEVEL 2** **Mana and Unlock Tier 1 Spells.** You unlock tier 1 spells in the schools you know and gain a mana pool to cast them. This mana pool's maximum is always equal to (INT×3)+LVL and recharges on a Safe Rest.
Jack of All Trades. When you Safe Rest, you may move a skill point as if you just leveled up.
Song of Rest. (1/ day) Whenever you Field Rest, you may play a song and allow anyone who spends Hit Dice to heal additional HP equal to your WIL.
- LEVEL 3** **Subclass.** Choose a Songweaver subclass.
Quick Wit. When you roll Initiative, you may regain 2 spent uses of your Songweaver's Inspiration (these expire at the end of combat if left unused).
Windbag. Choose 1 Utility Spell from each spell school you know.
- LEVEL 4** **Tier 2 Spells.** You may now cast tier 2 spells and upcast spells at tier 2.
Key Stat Increase. +1 WIL or INT.
Lyrical Weaponry. Choose 1 ability from the Lyrical Weaponry list.

Perform! Whenever you perform in a place that inspires you, or exchange barbs with another competent wordsmith during a Safe Rest, you may choose different Songweaver options available to you.

- LEVEL 5** **A "People" Person.** You've met many people in your travels; some have even agreed to come to your aid should you need it. Choose 2 friends you know: you can temporarily summon them via song (1/Safe Rest each).
Upgraded Cantrips. Your cantrips grow stronger.
Secondary Stat Increase. +1 STR or DEX.
- LEVEL 6** **Tier 3 Spells.** You may now cast tier 3 spells and upcast spells at tier 3.
Windbag (2). Choose a 2nd Utility Spell from each spell school you know.
- LEVEL 7** **Subclass.** Gain your Songweaver subclass feature.
- LEVEL 8** **Tier 4 Spells.** You may now cast tier 4 spells and upcast spells at tier 4.
Key Stat Increase. +1 WIL or INT.
- LEVEL 9** **Lyrical Weaponry (2).** Choose a 2nd ability from the Lyrical Weapons list.
Secondary Stat Increase. +1 STR or DEX.
- LEVEL 10** **Tier 5 Spells.** You may now cast tier 5 spells and upcast spells at tier 5.
Upgraded Cantrips. Your cantrips grow stronger.
- LEVEL 11** **Subclass.** Gain your Songweaver subclass feature.
- LEVEL 12** **Tier 6 Spells.** You may now cast tier 6 spells and upcast spells at tier 6.
Key Stat Increase. +1 WIL or INT.
- LEVEL 13** **Lyrical Weaponry (3).** Choose a 3rd ability from the Lyrical Weapons list.
Secondary Stat Increase. +1 STR or DEX.
- LEVEL 14** **Tier 7 Spells.** You may now cast tier 7 spells and upcast spells at tier 7.
Windbag (3). You know all Utility Spells from the spell schools you know.
- LEVEL 15** **Subclass.** Gain your Songweaver subclass feature.
Upgraded Cantrips. Your cantrips grow stronger.
- LEVEL 16** **Tier 8 Spells.** You may now cast tier 8 spells and upcast spells at tier 8.
Key Stat Increase. +1 WIL or INT.
- LEVEL 17** **Lyrical Weaponry (4).** Choose a 4th ability from the Lyrical Weapons list.
Secondary Stat Increase. +1 STR or DEX.
- LEVEL 18** **Tier 9 Spells.** You may now cast tier 9 spells and upcast spells at tier 9.
- LEVEL 19** **Epic Boon.** Choose an Epic Boon (see pg. 23 of the *GM's Guide*).
- LEVEL 20** **I'm So Famous!** +1 to any 2 of your stats. Your Songweaver's Inspiration cannot fail (your target succeeds).
Upgraded Cantrips. Your cantrips grow stronger.



LYRICAL WEAPONRY

Heroic Ballad. +2 max Songweaver's Inspiration charges. When used to reroll an ally's attack, your Songweaver's Inspiration also grants them +WIL damage on the attack.

Inspiring Anthem. (1/encounter) Action: Grant all friendly Dying creatures who can hear you 1 HP and 1 action.

Not My Beautiful Faaace! (1/encounter) When you Defend, force the attacker to choose another target within range on a failed WIL save (if there is none, the attack fails). If they fail by 5 or more, they attack themselves as punishment for even thinking they could harm you! On save, they attack you with disadvantage.

Rhapsody of the Normal. When you roll 4 or more on your Vicious Mockery, you may spend a Songweaver's Inspiration charge to temporarily suppress any special abilities they have until the end of their next turn. They can do only what an untrained average villager can do, attack once for 1d4 damage and move up to 6 spaces (no armor, spellcasting, flying, regeneration, other inherent or trained features).

Song of Domination. (1/encounter) 2 actions: Play a bewitching tune, and all enemies within 6 spaces who hear it must make a WIL save. If they fail, you move them up to 6 spaces in any direction, and they cannot move on their next turn.

***Perform!** Whenever you perform in a place that inspires you, or exchange barbs with another competent wordsmith during a Safe Rest, you may choose different Songweaver options available to you.*

A "PEOPLE" PERSON

Stompy. 3 actions: Summon a huge hill giant for 1 round. As he enters the battlefield adjacent to you, use **Stompy's Stomp:** Make a DC 10 Influence check. On a success, he moves 6 spaces in a direction you choose; on a failure, he moves towards YOU instead ("YOU NOT FRIEND!"). He deals everything in his path damage equal to LVL+Influence check. ANY creature within 6 spaces of Stompy can use this ability once instead of an attack.

Mal, the Malevolent Imp. Summon a tiny fiend for 1 night. He can find out dangerous information you have no right to know! Or "take care" of a problem with only the slightest chance of things going wrong. Make an Influence check to convince him to help you

(advantage if you ask him to do something he would find mischievous or fun; with disadvantage if it is something he would find good or menial).

Gran Gran (NOT a hag). When resting, you may summon her for 1 hour to soothe your wounds (and hassle you for not eating enough). She bakes and hands out pastries equal to your WIL+INT. Eating one recovers one mana, Hit Die, or Wound. Eat them while they're warm! They expire in 10 minutes.

Linos, the Everfriendly. Summon a legendary flying (but friendly) creature to take you and your party wherever you need to go. He may request a very large amount of food as payment.

***Flavor is Free.** If you'd rather have a more traditional bard type—a keeper of ancient legends—instead of people you know, the characters above can be reflavored as famous legends from history that you can magically summon via song. Feel free to work with your GM to make it happen. As long as the mechanics stay roughly the same, have fun!*

SUBCLASSES

—HERALD OF— SNARK

- LEVEL 3 Opportunistic Snark.** Reaction (when an enemy within Range 12 misses an attack): You may cast Vicious Mockery at them; it deals double damage when cast this way.
- LEVEL 7 Fight Picker.** (1/turn) When an enemy is damaged by your Vicious Mockery, you may have one of your allies Taunt them until the end of the enemy's turn instead.
- LEVEL 11 Chord of Chaos.** (1/encounter) Action: You may move ALL creatures within hearing of your song up to 3 spaces as long as they do not move into an obviously dangerous place.
- LEVEL 15 Words Like Swords.** Your Vicious Mockery damage becomes 1d6 + INT + WIL.

—HERALD OF— COURAGE

- LEVEL 3 Inspiring Presence.** Whenever you use Songweaver's Inspiration, your allies within 12 spaces who can hear you gain WIL temp HP.
- LEVEL 7 Unfailing Courage.** Your presence inspires others to feats of heroism and courage heard of only in legend. Your Songweaver's Inspiration allows your target to roll with advantage.
- LEVEL 11 Fire in my Bones.** Your Songweaver's Inspiration also grants your target 1 additional action.
- LEVEL 15 Chorus of Champions.** (1/encounter) Free Reaction: Give all party members 1 action.



Making Your Own People. You can work with your GM to swap out Stompy, Gran Gran, Mal, and Linos for your own creations if you like. 1 in-combat person whose damage scales with your level (see other spells and abilities for appropriate amounts of damage or other effects), 1 out-of-combat support person, 1 who can help in narrative situations, and 1 who can give sporadic utility. Follow that broad pattern and you'll be fine!

If you find yourself never wanting to use one, make it slightly stronger; if you're using it too frequently, consider bringing the power level down slightly or adding some other drawback.