



Art by Warm Tail

Otherwordly Patron: The Raven Mistress

You are one of the emissaries of the Raven Mistress. The whole existence of the Raven Mistress is focused on collecting memories and strong emotions, often connected to loss and tragedy. To that end, she dispatched her emissaries to the far confines of the multiverse to wait for such an event to unfold, as scouted by her ravens. These emissaries collected mementos, such as trinkets, memories from the living, sometimes the souls of the dead, and brought them back to her.

Atonement Magic

The Raven Mistress lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

RAVEN MISTRESS SPELLS

Warlock level	Spells
1st	<i>false life, sanctuary</i>
3rd	<i>locate object, spiritual weapon</i>
5th	<i>feign death, speak with dead</i>
7th	<i>locate creature, phantasmal killer</i>
9th	<i>commune, modify memory</i>

Queen's Blessing

Starting at 1st level, you gain the blessing of the Raven Mistress. You gain Darkvision out to a range of 60 feet. You also gain a bonus to your passive Wisdom (Perception) score and to Wisdom (Perception) checks equal to your Charisma modifier.

Vault of Memories

When you complete long rest, your mind can travel to the realm of the Raven Mistress where you can choose from her vault of memories, and make them your own. Choose one memory to draw from, you gain its benefit until you complete a long rest, at which point you can choose new memories to draw from.

- **Warrior Memories.** You gain proficiency with medium armor, shields, and martial weapons.

- **Mage Memories.** Choose a number of 1st-level spells to learn from the wizard list equal to half your Proficiency Bonus. Using this feature, you can cast each spell once at its lowest level, and you must finish a long rest before you can cast them in this way again.

- **Thief Memories.** Whenever you make a Dexterity check, you gain a bonus to the check equal to your Charisma modifier (minimum of +1).

Raven's Shield

At 6th level, the Raven Mistress grants you a protective blessing. You gain advantage on death saving throws, immunity to the frightened condition, and resistance to necrotic damage.

Wings of the Night

At 10th level, you can as a bonus action, grow the wings of a raven, granting you a flying speed of 60 feet for 1 minute. You can use this bonus action a number of times equal to your Charisma modifier, and you regain all expended uses when you finish a long rest.

In addition, you can cast the polymorph spell on yourself, without expending a spell slot, only being able to turn into a raven, although you keep your mental ability scores.

Chosen of the Mistress

Starting at 14th level, you can channel the Raven Mistress's power to slay a creature. You can cast *finger of death*. After you cast the spell with this feature, you can't do so again until you finish a long rest. You can also cast it as part of your Mystic Arcanum, although it doesn't count towards your maximum number of spells known for it.



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At the end of each of its turns, the creature may repeat the saving throw, ending the effect on a success. Whenever it takes damage, the creature may also repeat the saving throw, ending the effect on a success. The Impetus lasts for 1 minute and requires Concentration (as if concentrating on a spell).

The Impetus doesn't work if the Creature's CR or level is equal or higher than yours.

Improved Impetus

By the 6th level, the turmoil you can create has increased in intensity, making it harder to shake off and easier to impose onto others. You gain the following features:

Crowd Control. When using your action to create an Impetus, choose to expend up to three uses of your Bardic Inspiration to target two creatures instead of one. .

Public Enemy. Whenever you charm a creature with your Impetus feature, you may choose another creature within 30 feet to be its enemy. On its turn, the charmed creature must move towards the target and attack it.

College of the Instigator

People are so easy to manipulate. Despite what they may think, their every feeling, be it anger, joy or complete carelessness, is dictated by those around them. The College of Instigators thrives on the emotions of those around them, spreading rumors and inciting violence to keep themselves safe and garner favors. They know better than anyone that chaos isn't a pit, it's a ladder.

Cheerful Warmonger

When you join this college at 3rd level, you revel in the joy that anger brings about. Whenever a creature charmed by you deals damage to another creature, you gain temporary hit points equal to half of the damage dealt.

Impetus

Also at 3rd level, you've learned magic that can turn even the most peaceful creature into a brutal warrior. As an action, you can expend two uses of your Bardic Inspiration to place a creature within 60 feet of you that you can see under an Impetus. An unwilling creature can make a Wisdom saving throw against your spell save DC, succumbing to the effect on a failure. While under your Impetus, the creature gains the following features:

- It adds your Proficiency bonus to weapon damage rolls.
- It can't cast spells or concentrate on spells.
- It is considered charmed. While charmed in this way, the creature cannot attack you or your allies and cannot willingly move away from any creatures it is hostile towards.
- It can only use its Action to attack a creature.

Peace was Never an Option

Starting at 14th level, the sheer extent of the rage you can channel in others is exponential. As an action, choose a number of creatures equal to your Charisma modifier within 120 feet of you. They must make a Wisdom saving throw. On a failure, they are all charmed. While charmed in this way, they must spend their action on each of their turns attacking other creatures charmed in this way. If they take damage from a creature that is not charmed by this effect, they snap out of the charm. At the end of each of their turns, they may repeat the saving throw, ending the effect on a success.

Once you use this feature, you must complete a long rest before you can use it again.

I CAN'T QUITE PLACE WHY EVERYTIME I MEET WITH MY FRIEND FROM THIS COLLEGE, WE END UP GETTING INTO A FIGHT. I REALLY CAN'T PUT MY FINGER ON IT. THEN AGAIN, I'VE LOST A FEW FINGERS SINCE OUR LAST MEETING.

College of the Ratpipers

Most bards prefer to not be associated with the College of the Ratpipers, at least not initially. Often, this College is associated with muck, pestilence and outright destruction. And for good reason. This covert college resides in the sewers and spend time breeding their hordes of rats, before finally emerging to topple kingdoms. No one ever pays attention to the little creatures from below, so it's their job to make them pay attention.

Piper's Training

When you join this college at 3rd level, you gain proficiency in the Wisdom (Animal Handling) skill and you learn the speak with animals spell, which you can cast any number of times without expending a spell slot, but you may only speak with rats when you cast it this way.

Gather the Swarm

Also at 3rd level, you've learned the precise notes to call upon your horde when you're in need of aid. As an action on your turn, you may expend one use of your Bardic Inspiration to summon a ratpiper's swarm to fight alongside you. It shares the same initiative as you, but takes its turn immediately after you. On their turn, you may control them and have them take whatever actions you want, no action required. You cannot control more than two swarms at once.

Diseased Vermin

By the 6th level, the sickness of the sewers no longer phases you or your vermin, you've even learned to use it to your advantage. You and your swarms gain resistance to poison damage and have advantage on all saving throws against disease. Your swarm also gains the following feature:

Diseased Bites. The swarm's bite attacks are magical and deal an additional 2d4 poison damage. When a creature takes damage from the swarm's bite attack, it must make a Constitution saving throw or become poisoned until the end of their next turn.

Chittering Guides

Also starting at 6th level, the rats of wherever you are can give you a full breakdown of the location and ensure your safety. When in a city, you can spend 1 hour or a short rest communicating with the rats. After that, you know all the locations in the city as if you were born and raised there and cannot be lost by nonmagical means while within the city. You also gain advantage on all Dexterity (Stealth) checks while in the city.

This City Is Theirs

Starting at 14th level, you can play a hypnotic tune that brings to your aid every rat within a long distance. You instantly summon 5 ratpiper's swarms. For the next minute, you can control up to 5 swarms. They share your initiative, but take their turn immediately after yours. On their turn, you may control them and have them take whatever actions you want, no action required.

Once you use this feature, you must finish a long rest before using it again.

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GM NOTE

Having this many rats might muddle initiative too much, so you can choose to combine all their hit points, make their size huge and have them make multiple attacks as a single swarm.



RATPIPER'S SWARM

Medium swarm of Tiny beasts, unaligned

Armor Class 13 (natural armor)

Hit Points 5 + three times your bard level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	7 (-2)	12 (+1)	11 (+0)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained

Senses darkvision 30 ft., passive Perception 11

Languages understands the languages you speak

Challenge Proficiency Bonus (PB) equals your bonus

Pack Tactics. The swarm has advantage on an attack roll against a creature if at least one of the swarm's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bites. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5ft., one target. *Hit:* 2d6 + PB piercing damage or 1d6 + PB piercing damage if the swarm is below half of its hit points.

Overwhelm. The swarm attempts to tackle a creature and overwhelm it. It must succeed on a Strength saving throw against your spell save DC or become grappled and restrained. On its turn, it can use its action to end the conditions by repeating the saving throw.

College of Masks

It is in the nature of the bard to remain fluid. Rigidity is destructive to performance, and as bards are performers, they must be water. They must shift between roles, between appearances and conventions. The College of Masks helps the actor transition from one role to another with the help of magical masks, which mark the transition while also ensuring anonymity.

Bonus Proficiencies

When you join this college at 3rd level, you gain proficiency with the Charisma (Performance) skill and woodcarver's tools. If you are already proficient in Performance, you may choose a second artisan tool to become proficient in.

Magical Masks

Also at 3rd level, By spending 1 hour during a short or long rest with a set of artisan tools, you can craft a magical mask from the list of Magical Masks. You can have a maximum of 2 masks crafted, but you can only wear one mask at a time. When worn, the mask gives you its benefits and can be used as a magical focus. Switching between masks is an action.

Additionally, while wearing a magical mask, you gain advantage on all Charisma (Intimidation) checks and can cast the disguise self spell at will, requiring no spell slot. If you cast the spell in this way, your appearance changes subtly. Only creatures with a passive Perception higher than your spell save DC than you notice a spell was cast.

Veil of the Impostor

At the 6th level, the boundary between yourself and your characters has been blurred, leading to you being able to take any role and give yours in return. While within 15 feet of a creature, if you are wearing a magical mask, you can use your action to attempt swap identities. An unwilling creature can make a Charisma saving throw to resist the effect. If your identities are swapped, your appearance and voice becomes that of the creature and its appearance and voice become yours. This effect lasts for 1 hour.

Once you've used this effect once, you must finish a long rest before using it again. You may expend one use of your Bardic Inspiration to gain another use.

Masked Maniac

Also at 6th level, you've enchanted your masks so that they are made to suit you perfectly. You can now have a maximum of 3 masks crafted at once and can switch your masks as a bonus action.

In addition, whenever a creature other than you attempts to put on one of your magical masks, the mask wraps itself around it. It must succeed on a Charisma saving throw. On a failure, it is blinded and takes psychic damage equal to 2 rolls of your Bardic Inspiration die. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Soul of the Mask

By the 14th level, the craft with which you create masks instills them with life, allowing you to give them will of their own. As an action on your turn, if you are wearing a mask, you can choose to create a duplicate of yourself, as per the



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simulacrum spell. The duplicate wears one of your masks, only lasts for 10 minutes and cannot use this feature. It shares your initiative, but takes its turn immediately after yours.

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

Magical Masks

MASK OF THE RAVEN

While wearing this mask, you can cast speak with animals at will.

As an action, you can activate this mask to gain flying speed equal to your walking speed until the end of your turn. If you are in the air at the end of your turn, you begin to slowly fall, without taking fall damage.

Once you use this feature, you can't use it again until you finish a short or long rest. You may expend one use of your Bardic Inspiration to gain additional uses of this feature.

MASK OF THE WARRIOR

While wearing this mask, you gain a +1 to your Armor Class.

While wearing this mask, you can cast the shield spell once without expending a spell slot.

Once you use this feature, you can't use it again until you finish a short or long rest. You may expend one use of your Bardic Inspiration to gain additional uses of this feature.

MASK OF THE SCHEMER

While wearing this mask, you gain advantage on Wisdom (Insight) and Intelligence (Investigation) checks.

As an action, you can activate this mask to cast the find traps spell without expending a spell slot.

Once you use this feature, you can't use it again until you finish a short or long rest. You may expend one use of your Bardic Inspiration to gain additional uses of this feature.

MASK OF THE LOVER

While wearing this mask, you gain advantage on all saving throws against being charmed.

As an action, you can activate this mask to cast the suggestion spell without expending a spell slot.

Once you use this feature, you can't use it again until you finish a short or long rest. You may expend one use of your Bardic Inspiration to gain additional uses of this feature.

NEVER TRUST PEOPLE FROM
THIS COLLEGE. THEY'RE
MANY-FACED, I TELL YOU!
YOU CAN TRUST ME!

Items

Being an able bard requires a plethora of skills. Your body, mind and tongue all need to be sharp, for without them you'll be eaten alive by the crowd. As such, some magic might be of aid, in the form of items enhancing your abilities.

Tumbler's Breeches

wondrous item (pants), rare (requires attunement by a Bard)

These fabric pants have a patchwork design made of countless colored squares. For some reason, even when no one is wearing them, they seem to tumble and move on their own.

While wearing these pants, you gain the following benefits:

- Your movement speed increases by 10 feet.
- You gain proficiency in Dexterity (Acrobatics) checks. If you already had proficiency in the skill, your proficiency bonus is doubled on all checks you make with that skill.
- Whenever you use your Bardic Inspiration, your movement speed increases another 5 feet until the end of your turn.

Pocket Piano

wondrous item, uncommon

This toy piano is small enough to fit within even the smallest of pockets. When thrown on the ground, instead of breaking, it grows in size to become a large piano, which you can play normally. If you tap it on the hood two times, it shrinks back down.

Juggler's Blade

weapon (dagger), rare

This blade was built to be as slim and aerodynamic, even being enchanted to duplicate if juggled, giving the appearance of a masterful juggling routine.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While wielding this dagger, you may cast the *enthrall* spell once without expending a spell slot. Once you've used this feature, you must finish a long rest before you can use it again.

Tunefinder Tuna

wondrous item, common

An ornate silver fish, whose eyes are blue crystals and whose mouth is open. Once it hears a tune, its eyes begin to glow.

While holding this item, if you hear or a sing a song into it, it will instantly identify the source of the tune, origin of the song, as well as the key in which it's being played.



Art by Dean Spencer

Feats

Demolition Expert

People spend so much time building. Tall fences, tall statues, tall buildings. All these things take so much effort, effort which can be so easily ruined. Your expertise is in taking things down. You gain the following features:

- Your Strength score is increased by 1.
- Your attacks deal double damage to objects and structures.
- You gain proficiency with mason's tools and have advantage on all Intelligence (Investigation) checks to discover weak points in structures.

Smooth Talker

Some people might not like you at first, but that's nothing that magic and a charming smile can't fix. You gain the following features:

- Your Charisma score increases by 1 to a maximum of 20.
- Whenever the charmed condition ends on a creature you charmed with one of your spells or abilities, you can make a Charisma (Persuasion) check, contested by their Wisdom (Insight) check, they have advantage on the roll. If you exceed their result, they do not think they were charmed by you.

Party Animal

Through time, you've realized that the difference between a party and a battle is minimal. Both include crowds, sweat and erratic movement, and you love it. You gain the following features:

- Your Strength, Dexterity or Charisma score increases by 1 to a maximum of 20.
- Whenever there are 3 or more hostile creatures of CR 1/4 or higher within 10 feet of you, you gain a +1 to your AC, attack and damage rolls.

SOME OF THESE ARE REAL
SHOWSTOPPERS.

Spells

Bellow

1st-level transmutation (Bard, Warlock, Wizard)

Casting Time: 1 bonus action
Range: 30 feet
Components: S, M (a small silver bell)
Duration: 1 minute

You enchant a creature so that their voice becomes as loud as possible. Choose a creature within range. For the next minute, they cannot speak lower than a bellow. All creatures within 500 feet of the creature can hear every word they say. An unwilling creature can make a Charisma saving throw to prevent the effect.

Stage Fright

2nd-level transmutation (Bard, Warlock, Wizard)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a creature and inspire a fear of other people inside it. It must make a Wisdom saving throw. On a failure, they become frightened. While frightened in this way, they must use their movement and action on each turn until they can no longer see any creatures. They can repeat the saving throw at the end of each of their turns, ending the effect on a success.

Crescendo

7th-level evocation (Bard)

Casting Time: 1 action
Range: self (90-foot radius)
Components: V, S, M (a small brass horn)
Duration: Instantaneous

You quickly play powerful tunes, before reaching a powerful crescendo. All creatures of your choice within a 90-foot radius of you must make a Constitution saving throw. On a failure, they take 7d6 thunder damage and are pushed back 30 feet in a straight line. On a successful save a creature takes half as much damage and is only pushed back 10 feet. The spell emits a thunderous boom audible out to 500 feet.

Reinterpret

2nd-level divination (Bard, Sorcerer)

Casting Time: 1 reaction (that you take when a spell is being cast within range)
Range: 60 feet
Components: S, M (a quartz guitar pick)
Duration: 1 hour

As a reaction to a spell being cast within range, you can listen intently and understand the spell's incantations. For the next hour, you know the spell and can cast it as if it were on your spell list (it does not count against your maximum number of spells known), using spell slots as normal. In addition, any checks you make to counter said spell are made at advantage for the duration. This spell ends early if you cast it again before the end of the duration.