

Archive of Forgotten Lore:

Bard

This is Supplemental Material

Bard College

At 3rd level, you delve into the advanced techniques of a bard college. This is an option written by Odvaskar for that feature: The College of the Wilds.

College of the Wilds

Bards of the College of the Wilds are wanderers that spend their time mastering their craft among the flora, fauna, and other woodland beings. Many of these bards are first taught of this college by a creature from the Feywild. This college teaches to protect nature, give a voice to voiceless beasts and plants of the wilds. Most bards of this college seek the knowledge and wisdom found in nature and the elements.

Speech of the Wilds

3rd-level College of the Wilds feature

When you join the College of the Wilds at 3rd level, you gain the ability to communicate with beasts and plants as if you share a language.

Seasonal Performance

3rd-level College of the Wilds feature

Starting at 3rd level, you learn how to weave seasonal fey magic into your performance. As an action you can play an instrument, sing, paint, dance, or recite a poem in an otherworldly way to influence those around you. The performance influences a number of creatures equal to your Charisma modifier (minimum of one) that can see or hear you within 60 feet of you of your choice, and it lasts for 1 minute or until you lose your concentration (as if you were concentrating on a spell).

The effect of your performance is dependent on the type of seasonal magic you imbued it with from the options below.

Autumn. Each creature must succeed on a Charisma saving throw or have its emotions calmed. A calmed creature that is charmed or frightened has the effect suppressed for the remainder of your performance, provided that its duration has not expired in the meantime.

Winter. Each creature must succeed on a Wisdom saving throw or fall asleep. A sleeping creature is unconscious and wakes up if it takes any damage or if another creature uses its action to shake it awake.

Spring. Each creature must succeed on a Wisdom saving throw or be charmed by you. The charm ends early if the creature takes any damage.

Summer. Each creature must succeed on a Wisdom saving throw or be frightened of you. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Envoy of Nature

6th-level College of the Wilds feature

At 6th level, through your time spent conversing with woodland beings, beasts, and plants you have learned how to attune to nature. This connection with nature allows you to speak, read, and write Druidic. Additionally, you've learned to channel the essence of nature to cast spells. You learn the Druidcraft cantrip and three spells from the Druid spell list, one from each of the following levels: 1st, 2nd, and 3rd. These spells count as bard spells for you and don't count against your spells you know. Additionally, you can change your three chosen spells for another three spells from the Druid spell list at the end of a long rest.

Voice of the Wilderness

14th-level College of the Wilds feature

When you reach 14th level, you've learned how to use your attunement with nature to enhance your speech. You gain the following benefits:

- You have advantage on all Charisma checks made on beasts, elementals, fey, and plants.
- You can imbue your words with nature's vitality and vibrancy. As a bonus action, you can expend one use of your Bardic Inspiration to roll the inspiration die and choose a creature that can hear you within 60 feet of you to regain a number of hit points equal the number rolled plus your Charisma modifier.
- The duration of your Seasonal Performance feature increases to 1 hour.