



## TROUBADOUR

**A** grizzled skald clad in rustling ring mail marches up the cold mountain road in the company of shieldbiters and bear-shirted warriors. They seek to bring down a frost giant citadel, protecting their home from the giants' depredations. As they approach the walls, the old man erupts into song - lightening the boots of his allies and imbuing their weapons with pulses of deadly thunder.

An elven woman in a dusty green cloak strides down a forest lane. She knows the road is treacherous, and is unsurprised when bandits leap out around a fallen log. Her lute is already in her hands, and her strong clear voice calls out to the heavens, summoning lightning as she persuades roots and branches to rise up and restrain her ambushers.

A king's court musician serenades the nobles with sweet songs and jaunty dances. Fierce rivals and deadly enemies alike relax in the presence of his music, their troubles put out of mind and their feuds set aside. Perhaps they don't even notice as his music worms its way into their souls, enchanting them into a mood of peace and trust.

A peasant poet stops in at a village tavern, hearing tales of misery and fear. She pulls out her lyre, performing melodies to lighten hearts and lift spirits. She then turns the song to tales of heroism and courage, convincing the villagers to stand up and protect their land. When the goblin raiders come next, they are met by a pitchfork phalanx, emboldened and made swift by simple verses and lyre-plucks.

### INSPIRING PERFORMANCE

Troubadours are magical musicians, able to tug on the strands of the weave through their music. Where a wizard relies on focused study, or a cleric prays to their deity, a troubadour has a more instinctive and intuitive grasp of how to set the threads of magic resonating directly. They can cast spells quite capably, but are also capable of more direct manipulation, empowering their allies with thunderous strikes or quickening their steps.

Troubadours are more focused than jack-of-all-trades bards, less intent on acquiring magical secrets and more reliant on arcane melodies. Troubadours get more mileage out of fewer spells, but complement their magic with two key abilities - Mystic Songs to provide boons to nearby allies, and Concordant Notes that empower allies in their strikes.

## TROUBADOUR

Level	Proficiency Bonus	Features	Concordance Damage	Mystic Songs Known	Mystic Song Uses	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Expert Performer, Concordance	d4	—	—	—	—	—	—	—	—
2nd	+2	Mystic Songs, Spellcasting	d4	2	2	3	2	—	—	—	—
3rd	+2	Troubadour Tradition	d4	2	2	4	3	—	—	—	—
4th	+2	Ability Score Improvement	d4	2	2	4	3	—	—	—	—
5th	+3	Extra Attack	d6	2	3	5	3	2	—	—	—
6th	+3	Tradition Feature	d6	2	3	5	4	2	—	—	—
7th	+3	Honeyed Words, Soothing Song	d6	3	3	6	4	3	—	—	—
8th	+3	Ability Score Improvement	d6	3	3	6	4	3	—	—	—
9th	+4	—	d8	3	4	7	4	3	2	—	—
10th	+4	Tradition Feature	d8	3	4	7	4	3	2	—	—
11th	+4	Powerful Concordance, Shattering Song	d8	3	4	8	4	3	3	—	—
12th	+4	Ability Score Improvement	d8	4	4	8	4	3	3	—	—
13th	+5	—	d10	4	4	9	4	3	3	1	—
14th	+5	Improved Mystic Songs	d10	4	5	9	4	3	3	1	—
15th	+5	Tradition Feature	d10	4	5	10	4	3	3	2	—
16th	+5	Ability Score Improvement	d10	4	5	10	4	3	3	2	—
17th	+6	—	d12	4	5	11	4	3	3	3	1
18th	+6	Impossible Song	d12	4	5	11	4	3	3	3	1
19th	+6	Ability Score Improvement	d12	4	5	12	4	3	3	3	2
20th	+6	Tradition Feature	d12	4	Unlimited	12	4	3	3	3	2

## CREATING A TROUBADOUR

Creating a troubadour should involve a level of theatricality. How did your character discover their uncanny abilities? Did a friend or relative teach them the troubadour's craft, or did they stumble upon it by chance? Are they driven to explore their power for the sake of its own mystery, or does their motivation lie in their music's benefit to others?

What convinced you to set out on the road to adventure? Did you give up a comfortable life as an entertainer or palace bard? Were you always a traveling performer, now simply thrust into a more dangerous life?

## QUICK BUILD

You can make a troubadour quickly by selecting Charisma as your highest attribute, followed by Dexterity or Constitution. Second, choose a background that reflects performance or entertainment experience. Third, choose the *faerie fire*, *healing word*, and *infectious jig* spells.

## CLASS FEATURES

As a troubadour, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per troubadour level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per troubadour level after 1st

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** Three musical instruments of your choice

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose four from Athletics, Acrobatics, Deception, History, Insight, Investigation, Medicine, Nature, Persuasion, and Sleight of Hand.

## EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a simple weapon
- (a) a light crossbow and 20 bolts, or (b) a simple weapon.
- (a) leather armor
- (a) a diplomat's pack, (b) an entertainer's pack, (c) a scholar's pack
- Any musical instrument

Alternatively, you may start with  $5d4 \times 10$  gp to buy your own equipment.

## EXPERT PERFORMER

At 1st level, you gain proficiency in Performance. Additionally, choose two of your skill proficiencies. Your proficiency bonus is doubled for any check you make that uses one of these proficiencies.

Additionally, you are deft at managing musical instruments, even in stressful situations. You can stow or unstow a musical instrument with the same movement as drawing or sheathing a weapon, and a hand holding a musical instrument counts as free for reloading and operating ranged weapons.

Many troubadour features require that you be singing and playing an instrument. Accordingly, a troubadour generally needs to devote one hand to holding an instrument.

## CONCORDANCE

Starting at 1st level, you can empower your allies with your song. When you take the Attack action, in place of making an attack you may grant a concordant note to a creature within 30 feet. The next time they make an attack roll before the end of your next turn, they may add 1d4 to the roll and deal additional thunder damage to one target. An ally can only be affected by one concordant note at a time, and the bonus to the attack roll does not stack with other abilities that add a bonus die to attack rolls. You must sing and play an instrument to grant an ally a concordant note; you cannot do so if you are deafened, silenced, or otherwise unable to use your instrument.

The additional thunder damage dealt by your concordant notes starts at 1d4 and increases as shown in the class table, at level 5 (d6), level 9 (d8), level 13 (d10), and level 17 (d12).

For example, Concordance's bonus to hit would not stack with Bardic Inspiration, *bless*, or a Peace Cleric's Emboldening Bond.

## SPELLCASTING

By 2nd level, your music is capable of picking apart the very fabric of reality, singing new patterns into the weave of magic. Your spells help you adapt to new situations and extend magical support to your allies. The troubadour spell list is included at the end of this document.

## SPELL SLOTS

The Troubadour table shows how many spell slots you have to cast your troubadour spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *cure wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *cure wounds* using either slot.

## SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the troubadour spell list.

The Spells Known column of the Troubadour table shows when you learn more troubadour spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the troubadour spells you know and replace it with another spell from the troubadour spell list, which also must be of a level for which you have spell slots.

## SPELLCASTING ABILITY

Charisma is your spellcasting ability for your troubadour spells. Your magic derives from your music, as your songs reshape the weave. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a troubadour spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

## SPELLCASTING FOCUS

You can use a musical instrument as a spellcasting focus for your troubadour spells.

## MYSTIC SONGS

At 2nd level, you may sing mystic songs that embolden and empower your allies. You can begin singing a Mystic Song as a bonus action, choosing a number of other creatures who can hear you within 30 feet as its targets, up to your Charisma modifier. You start out knowing two Mystic Songs of your choice, which are listed at the end of the class description. You learn an additional Mystic Song at 7th level and 12th level, as shown in the Mystic Songs Known column of the Troubadour table. If a Mystic Song calls for a saving throw, it is against your spell save DC.

A Mystic Song lasts for 1 minute, though you can stop the song at any time (no action required). If target creatures leave the area of your Mystic Song or can no longer hear you, you can designate new targets at the start of your turn. If a Mystic Song calls for a saving throw, the DC equals your troubadour spell save DC.

You automatically stop singing a Mystic Song if you become incapacitated or unable to speak, and if you start your turn deafened while singing a Mystic Song, you must succeed on a DC 10 Charisma (Performance) check to continue singing.

You can sing Mystic Songs twice, and you regain expended uses when you finish a long rest. You gain more uses as you gain troubadour levels, as shown in the Mystic Song Uses column of the Troubadour table.

## TRIOBADOUR TRADITION

At 3rd level, you master the specific techniques of a Troubadour Tradition. Your choice grants you features at 3rd level, and again at 6th, 10th, 15th, and 20th level.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. You may use your Concordance feature in place of either, or both, attacks.

## HONEYED WORDS

At 7th level, your music is able to shift the hardest hearts. You have advantage on the next Persuasion or Deception check you make to influence any creature who has listened to you perform for at least one minute continuously.

Additionally, you are adept at salvaging bad situations. When you or an ally within 30 feet fails a Charisma skill check, you may butt in and attempt to save face, adding 1d4 to the result and potentially changing the outcome. If you have already used this ability to influence a creature, you cannot influence that creature again until after a long rest.

## SOOTHING SONG

Also at 7th level, your melodies can relax your allies and invigorate their hearts. As part of a long or short rest, you sing this soothing song. Targeted creatures may reroll 1's or 2's rolled on any Hit Dice spent as part of the rest, and gain advantage on the next ability check they make.

## POWERFUL CONCORDANCE

At 11th level, your concordant notes deal an additional die of concordance damage.

## SHATTERING SONG

Additionally at 11th level, you learn to channel your music with extraordinary flexibility and power. As an action, you can sing, shout, or otherwise perform a special note of power. When you do so, select one or two of the following effects:

- You may attempt to dispel all magical silence within 60 feet. If it is a result of a leveled spell, you may attempt a Charisma (Performance) check with a DC of 10 + the spell's level, dispelling the effect on a success. If it does not originate from a leveled spell, you automatically succeed.

- You may shatter all non-wielded or worn objects of your choice within 30 feet. Each affected object takes 12d8 thunder damage.
- You may blast all creatures of your choice within 30 feet with a shattering echo. Each affected creature must make a Constitution saving throw against your spell save DC. If they fail, they suffer 6d8 thunder damage and are deafened and have their movement speed reduced by half. If they fail by 5 or more, they are stunned until the end of their next turn. If they succeed, they take half damage and suffer no additional effects. They may reattempt the saving throw at the end of each of their turns, recovering on a success.

You may invoke each of these effects one time, regaining all uses after a long rest.

## IMPROVED MYSTIC SONGS

At 14th level, you have effortless command of your Mystic Songs. Your Mystic Song range increases to 60 feet, and if you have no Mystic Song uses at the end of a short rest, you regain one.

## IMPOSSIBLE SONG

At 18th level, your musical magic resonates so strongly that you can bend the very passage of time. On your turn, you may grant your action to an ally affected by your Mystic Song. You lose your action, and the next time that ally takes a turn, they may take two actions.

You may grant an action in this way once, regaining the ability to do so after a short or long rest.

Impossible Song is functionally similar to a fighter's action surge, and should be ruled the same way for most purposes.

## MULTICLASSING

Should you want to multiclass into troubadour, the prerequisites and proficiencies are listed below:

- **Prerequisite:** 13 in Charisma.
- **Proficiencies gained:** Light armor, two musical instruments.

## MYSTIC SONGS

These are the available options to select once you gain access to your Mystic Songs feature.

### ARMORING AIR

Your music lifts your allies' hearts, and emboldens them to fight even harder. When you begin singing this song, and again at the start of your turns, targeted creatures gain temporary hit points equal to your proficiency bonus.

### DEFLECTING DANCE

You perform a cacophonous melody, with crashing waves of sound to muddle attackers. The first attack roll each round against each targeted creature is made at disadvantage.

### FORTIFYING FANDANGO

You sing a mesmerizing dance, easing your companions' tired muscles and lifting their spirits. Targeted creatures may use your Charisma modifier in place of their relevant ability score on Strength and Dexterity ability checks and saving throws.

### POEM OF POSSIBILITY

You sing a rousing tale, inspiring your comrades to greater heights. When a targeted creature fails an ability check or saving throw, they may add a d4 to the result, potentially changing the outcome. A creature can only benefit from this song a number of times equal to your Charisma modifier each time it is sung.

### ROLICKING RONDO

You sing a lively and heartening two-step, spurring your allies to faster action. At the start of their turns, targeted creatures have their movement speed increased by 10 feet.

### STUNNING SOLO

You sing an extravagant and powerful song, turning your concordant notes into explosive punches of sound. When a targeted creature takes damage from one of your concordant notes, you may use your reaction to force them to make a Constitution saving throw. If they fail, they are dazed until the end of their next turn, reducing their movement by half and granting them disadvantage on attack rolls.

### TAUNTING TARANTELLE

You sing an irritatingly catchy dance tune, which your foes are compelled to try and silence. Targeted creatures must make a Wisdom saving throw at the start of their turns. If they fail, they have disadvantage when attacking any targets other than you until the start of their next turn.

### WITHERING WALTZ

You sing a languid dance step, which lulls your foes and saps their energy. Targeted creatures must make a Wisdom saving throw at the start of their turns. If they fail, their movement speed is reduced by 10 feet until the start of their next turn, to a minimum of 5 feet.



# TRUBADOUR TRADITIONS

Troubadours may draw on different traditions as they aid their allies and lend support on the battlefield. You may choose which tradition your troubadour follows from the options listed below.

## MELODIST'S TRADITION

The melodist is easily as devoted to their music as any wizard to their spellbook. A specialized performer, a melodist is one who discovered their talent for magic music, and opted to explore every possible avenue within this unusual power.

Melodists keep close to their comrades in battle, but rarely put themselves on the front lines - their talents are better kept out of immediate danger. Their focus is on enabling their allies, not swinging a sword of their own. But a melodist's songs are capable of awe-inspiring power, as they perfect their craft and become magical musicians without peer.

### MELODIST SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. These spells count as troubadour spells for you, but they don't count against the number of troubadour spells you know.

Troubadour Level	Spell
3rd	<i>thunderwave</i>
5th	<i>calm emotions</i>
9th	<i>haste</i>
13th	<i>irresistible melody*</i>
17th	<i>seeming</i>

### DEDICATED PERFORMER

When you adopt this tradition at 3rd level, your proficiency bonus is doubled for any ability check that uses your Performance proficiency. If you already selected Performance as one of the choices for your Expert Performer feature, you may choose another skill with which you are proficient.

### INSPIRED SONGS

Starting at 3rd level, when you sing one of your Mystic Songs, you may choose one target to be affected by a second mystic song you know. In addition, you learn the following Mystic Song, which doesn't count against your Mystic Songs known.

### MESMERIZING MELODY

While you are singing this song, targeted creatures must make a Wisdom saving throw at the start of their turns. If they fail, they are charmed by you until the start of their next turn.

### PERSUASIVE PERFORMANCE

Starting at 6th level, when an ally deals damage with one of your concordant notes, they may add your Charisma modifier to the damage dealt.

### EVER ADAPTABLE

At 10th level, when you are singing a Mystic Song, you can change which Mystic Song you are singing as a bonus action without expending a use of your Mystic Songs feature.

Additionally, after a long rest, you may select one skill with which you are not proficient. You gain proficiency in that skill until you complete a long rest.

### REVERED PERFORMER

At 15th level, you have advantage on all Performance checks using an instrument with which you are proficient.

Additionally, if you attempt a Persuasion or Deception check to influence a creature who has heard you perform within the last week, you can replace the die result with your troubadour level.

### LEGENDARY MELODIES

At 20th level, your Mystic Songs echo through the very bonds of reality. Anytime you would reference your proficiency bonus, Charisma modifier, or any written number for your Mystic Songs feature, you may double it.

## SKALD'S TRADITION

The skald is a battle troubadour, singing in the thick of the fight alongside their comrades. To sit in the back lines would be an act of cowardice, for a skald. Skalds are not only welcome at the warriors' table but celebrated, for every old veteran can tell of a time when a skald's music deflected a mortal blow.

Skalds are eager and willing to join the front line, swinging axes with crashing force. Their songs can amplify the party's damage directly, and their concordant notes are as likely to bless their own axes as an ally's. And skalds are unafraid to take a few blows themselves; they may not be able to trade with an enemy champion, but they can certainly provide few moments' bulwark.

### SKALD SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. These spells count as troubadour spells for you, but they don't count against the number of troubadour spells you know.

Troubadour Level	Spell
3rd	<i>blade mirage<sup>K</sup></i>
5th	<i>warding bond</i>
9th	<i>spectral champion<sup>SDS</sup></i>
13th	<i>death ward</i>
17th	<i>flickering strikes<sup>K</sup></i>

### BATTLE BARD

When you adopt this tradition at 3rd level, you gain proficiency in martial weapons and medium armor.

### SONGS OF WAR

Starting at 3rd level, your Mystic Songs allow you to enter a battle trance, focused on the thrill of combat. Once per round while you are singing a Mystic Song, when you take damage from a weapon attack, you can reduce the damage taken by one roll of your concordance die.

In addition, you learn the following Mystic Song, which doesn't count against your Mystic Songs known.

## DIRGE OF DEVASTATION

Your song conjures a sonorous toll of destruction, able to lay waste to your foes. While you are singing this song, targeted creatures are blessed with thunderous power. Once per round when they deal damage, each of these creatures may add thunder damage equal to your proficiency bonus to a single target.

## CONCORDANT STRIKES

Starting at 6th level, when you use your Concordance feature, you can grant a concordant note to yourself instead of an ally.

When you target yourself with your Concordance feature, you may do so as a bonus action.

## THUNDEROUS DEFENSE

Starting at 10th level, when a character with one of your concordant notes is damaged with a melee weapon, they may explode the concordant note in response. As a reaction, they may roll your concordance die, subtracting the result from the damage they suffer and dealing the result as thunder damage to the attacking creature.

## ROUSING PERFORMANCE

At 15th level, you are able to inspire your allies before a battle, by delivering a special performance over the course of 1 minute. The next time you roll initiative, you automatically cast the *heroism* spell on all friendly creatures within 60 feet, up to a maximum of four times your Charisma modifier. While under the effect of this spell, creatures additionally gain advantage on all Strength ability checks. The spell does not require concentration when cast in this way.

You can cast the spell in this way once per long rest.

## SOUL OF BATTLE

At 20th level, you become an unstoppable herald of battle. While you are singing a Mystic Song, you gain resistance to thunder, bludgeoning, piercing, and slashing damage. Additionally, you gain resistance to one more damage type out of fire, cold, lightning, and acid damage. You select this damage type every time you begin singing a Mystic Song.



## SPELLSINGER'S TRADITION

Spellsingers are troubadours fascinated by the interplay between music and magic - wandering performers intent on using their skills to explore the world's magical secrets. They share a wizard's fascination with knowledge, though the spellsinger still filters their understanding through the prism of song.

Spellsingers are most certainly not front-line combatants; their heavy reliance on spells makes them too vulnerable to head-ringing strikes. They prefer to focus on enhancing their allies' spells, and harnessing the leftover energy to bolster their own magical reserves.

### SPELLSINGER SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. These spells count as troubadour spells for you, but they don't count against the number of troubadour spells you know.

Troubadour Level	Spell
3rd	<i>magic missile</i>
5th	<i>misty step</i>
9th	<i>dispel magic</i>
13th	<i>greater invisibility</i>
17th	<i>hold monster</i>

### ARCANA ARTIST

When you select this tradition at 3rd level, you gain proficiency in the Arcana skill, or another skill of your choice if you are already proficient. In addition, when you make an Arcana check to examine an item, perceive a phenomenon, or understand a magical effect, you can do so by singing softly to the weave itself. When you do so, you can use your Charisma modifier in place of Intelligence.

In addition, you learn the *sonic blast* cantrip, and one other cantrip of your choice from the wizard spell list.

### SONGS OF SORCERY

Starting at 3rd level, your song can pull tattered threads of the weave back into usable forms. As a reaction when a target of one of your Mystic Songs casts a spell, you may recover an expended spell slot of a lower. You may recover total spell levels in this way equal to your proficiency bonus + one-third of your troubadour level. This resets after you finish a long rest.

In addition, you learn the following Mystic Song, which doesn't count against your Mystic Songs known.

### SORCEROUS SHANTY

Your song spins the threads of the weave itself, fortifying allies against harmful magic. When a target makes a saving throw against a spell, it may reroll the d20 after it sees the result but before learning the outcome of the roll. A creature can only benefit from this song once each time you sing it.

### CONCORDANT CASTING

Starting at 6th level, when you cast a spell of 1st level or higher, you may use your Concordance feature as a bonus action.

### SCROLL AND STAFF

At 10th level, your understanding of the arcane, while intuitive, is advanced enough that you can translate magical scrolls into song. When you find a wizard spell of 1st level or higher, you can learn it if it is of a level you can cast. Learning the spell takes you 4 hours per level of the spell but requires no ink or parchment, since the final form is a memorized tune rather than arcane pages.

You can learn up to 5 levels worth of wizard spells in this way. This increases to 6 at 13th level, 7 at 16th level, 8 at 19th level, and 10 at 20th level. When you level up, you may forget one wizard spell to make space for learning new ones.





## ENCHANTING REST

At 15th level, you can conjure uncanny peace and a tranquil atmosphere upon your allies. If you take 10 minutes to perform as part of a long or short rest, creatures of your choice who hear this song gain advantage on saving throws against being charmed or frightened for the next hour. Additionally, they gain resistance to the next instance of damage they suffer from any spell.

Once you perform in this way, you can't do so again until you finish a long rest.

## SPELLBINDING SONG

At 20th level, your music causes the weave to vibrate with power. While you are singing a Mystic Song, any spell of 6th level or lower cast by a friendly creature within its area takes effect as if cast at one slot level higher. Additionally, when you roll a saving throw to maintain concentration, you may choose to roll a Charisma (Arcana) check instead.

## STORMCROW'S TRADITION

The stormcrow is an outlier among troubadours, an eccentric who is as likely to perform on a barren tor as in a packed feast hall. A stormcrow specializes in the music of desolate places, taming the wind and the rain as it lashes the landscape. Some historians believe the tradition dates to rogue storm giants, who taught lesser beings how to sing to the skies. Others think stormcrows are divinely inspired, eccentrics touched by the whims of thunder gods or elemental princes. In either case, stormcrows tend to be wanderers and drifters, and a village only knows they have seen one when a tornado passes by unexpectedly - or, if the village was unwelcoming, touches down.

Stormcrows flit about the battlefield, darting around on summoned winds. They often stay just at the edges of the melee, relying on their mobility to keep them safe as they sing terrible blasts of lightning and thunder.

## STORMCROW SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. These spells count as troubadour spells for you, but they don't count against the number of troubadour spells you know.

Troubadour Level	Spell
3rd	<i>lightning tendril</i> <sup>K</sup>
5th	<i>gust of wind</i>
9th	<i>call lightning</i>
13th	<i>freedom of movement</i>
17th	<i>stormwall</i> <sup>*</sup>

## CALL TO THE WIND

When you select this tradition at 3rd level, you gain proficiency in the Nature skill, or another skill of your choice if you are already proficient. You gain advantage on all checks to understand, identify, or predict storms, weather, and other similar phenomena.

In addition, when you make a Nature check while outdoors, you can sing to the wind. When you do so, you can use your Charisma modifier in place of Intelligence.

## SONG OF THE STORM

At 3rd level your songs are able to command the very winds. When you begin singing a mystic song, and again as a bonus action while you sing it, you may move any creature within the song's area 15 feet horizontally in a direction of your choice. An unwilling creature may make a Strength saving throw against your spell save DC to resist the effect.

In addition, you learn the following Mystic Song, which doesn't count against your Mystic Songs known.

## LIGHTNING LIED

You sing a powerful ballad, which imbues your music with crackling energy. When a target uses a concordant note, the note's damage type is changed to lightning, and the note deals maximum damage.

## THUNDEROUS BLASTS

At 6th level, your concordant notes explode with the force of the storm. As a reaction when a creature deals damage with one of your concordant notes, you can create a blast of thunder or lightning. If you do so, all other creatures within 5 feet of their target must make a Dexterity saving throw. On a failure, they suffer thunder damage equal to one roll of your concordance die.

Thunderous Blasts do not affect the attacker, do not damage the attack's target a second time, and do not benefit from Lightning Lied.

## TEMPESTUOUS SONG

At 10th level, you gain resistance to both lightning and thunder damage, and when you select targets for a Mystic Song, you may choose to grant each target resistance to lightning or thunder damage for the duration. Additionally, moving a creature with Song of the Storm no longer requires a bonus action (you can still only do so once on your turn).

## MELODY OF THE MOUNTAIN

At 15th level, your songs of barren places and distant crags inspire wanderlust. You learn the *longstrider* spell, and can cast it without expending a spell slot. You can cast it in this way a number of times equal to your Charisma modifier, regaining all expended uses when you finish a short or long rest.

## WINGS OF THE STORM

At 20th level, your mastery of storm magic is without peer. As a bonus action, you may transform yourself, becoming one with the storm. This lasts for 10 minutes, and grants the following benefits:

- You gain a 60 foot fly speed. If you already have a fly speed, it increases by 30 feet.
- Your Thunderous Blasts now affect a 15-foot radius.
- You are immune to lightning and thunder damage.
- Once per round, if a creature within your Mystic Song would suffer lightning or thunder damage, you may reflect it back at its origin. If the effect required an attack roll, you make the attack roll with your spell attack modifier. If it required a saving throw, the reflection target makes that saving throw against your spell save DC. This damage is lightning or thunder (your choice).

## SUNCHANTER'S TRADITION

Sunchanters are troubadours strongly tied to clerical faiths and divine magic. Their magic invokes the power of the gods, calling listeners to acts of faith and service. Some Sunchanters are affiliated with a specific deity, and serve that deity's temple; other sunchanters call on many or even all the gods, their songs harnessing ambient faith as often as strands of the weave.

Sunchanters do not leave their allies to face the darkness alone, but prefer to surround themselves with stout hearts while singing glad music to hold back the tide. A Sunchanter's skills work fine from the back lines, but it would be unrighteous to ask others to face dangers a Sunchanter themselves would not.

### SUNCHANTER SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. These spells count as troubadour spells for you, but they don't count against the number of troubadour spells you know.

Troubadour Level	Spell
3rd	<i>guiding bolt</i>
5th	<i>aid</i>
9th	<i>daylight</i>
13th	<i>vital surge</i> <sup>K</sup>
17th	<i>mass cure wounds</i>

### VOICE OF THE GODS

When you adopt this tradition at 3rd level, you gain proficiency in the Religion skill, or another skill of your choice if you are already proficient. You gain advantage on any Charisma (Performance) checks when performing religious or liturgical material. In addition, you learn the *guidance* cantrip.

### BUILDING CHANT

At 3rd level, your Mystic Songs build a reserve of holy power over time. Anytime you sustain a Mystic Song for three rounds, you may cast one of your tradition spells without expending a spell slot. It must be of a level you are able to cast, but casts at the highest level you can cast as a troubadour.

In addition, you learn the following Mystic Song, which doesn't count against your Mystic Songs known.

### CLEANSING CANTICLE

You sing a heartening chant, seeking to bolster your allies' spirits and strengthen their hearts. Each target gains advantage on saving throws against being charmed, frightened, or poisoned, and against any effect that would reduce its hit point maximum. In addition, any allies suffering from such an effect when you begin singing may immediately re-attempt the saving throw against the effect, if applicable.

Building Chant's "three rounds" includes the round in which you start singing; so if you begin singing on round 1, your free spellcast occurs in round 4.



### HOLY GUIDANCE

At 6th level, your concordant notes allow creatures to add a d6 to the attack roll, instead of a d4. Also, when you grant a concordant note, you can choose for it to deal radiant damage instead of thunder.

### DIVINE CHANT

At 10th level, you learn one 1st-, 2nd-, and 3rd-level spell of your choice from the Cleric spell list. These count as tradition spells for you.

You also learn the *legend lore* spell, which you can cast once without expending a spell slot and which doesn't count against your spells known. After you cast it in this way, you regain the ability to do so after finishing a long rest.

### SACRED BENEDICTION

At 15th level, you learn a blessed chant to protect your companions, which you can perform over the course of 1 minute. After the performance, select a number of listeners up to your Charisma modifier. Each target regains hit points equal to twice your troubadour level, and immediately benefits from one of the following spells of its choice: *lesser restoration*, *remove curse*, or *freedom of movement*.

Once you grant this benediction, you can't do so again until you finish a long rest.

### HOLY THUNDER

At 20th level, when a creature takes damage from one of your concordant notes, it must make a Wisdom saving throw. On a failure, it becomes frightened of you and has vulnerability to the next instance of radiant damage it takes before the end of its next turn.



## WILDHEART'S TRADITION

Where the Stormcrows wander jagged ridges and lonely mountains, Wildheart troubadours prefer more lively landscapes. Their concern is less for the barren and windswept places, and more for lands where animals and plants thrive. Some Wildhearts keep to themselves in the deep woods or jungles, while others travel between small farming communities, cultivating harmony between civilization and nature.

Wildhearts excel at controlling the battlefield, locking down enemies as others deal damage. They wish to bolster their allies, but do not prefer to expose themselves to needless danger.

## WILDHEART SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. These spells count as troubadour spells for you, but they don't count against the number of troubadour spells you know.

Troubadour Level	Spell
3rd	<i>entangle</i>
5th	<i>summon animal spirit</i> <sup>SDS</sup>
9th	<i>bramble barrier</i> <sup>K</sup>
13th	<i>polymorph</i>
17th	<i>commune with nature</i>

## WILD WANDERER

When you adopt this tradition at 3rd level, you focus on channeling the music of the forest. You gain proficiency in the Survival skill or Nature skill, or another skill of your choice if you are already proficient in both.

In addition, you learn the *speak with animals* spell, which doesn't count against your spells known, and can cast it without expending a spell slot a number of times equal to your Charisma modifier. You regain all uses after finishing a long rest.

## BEAST SINGER

At 3rd level, your Mystic Songs are able to speak directly to the independence and wildness in creatures' hearts. You learn the *find familiar* spell, and can cast it as a ritual. It doesn't count against your spells known.

When you begin singing a Mystic Song, you can channel your song through any creature you have summoned which you can see, centering its effect on that creature instead of on yourself. You can also use your Concordance feature on your summoned creatures, which they can transfer to a willing creature they target with the Help action.

In addition, you learn the following Mystic Song, which doesn't count against your Mystic Songs known.

## GREENWOOD GAVOTTE

You sing an aggressive and lively dance, encouraging your allies to step into the thick of combat. When a targeted creature hits an enemy with a melee attack, the next melee attack by another creature against the same enemy has advantage.

## ROOTCALLER

At 6th level, you may command the roots and vines with your song. When an ally deals damage with one of your concordant notes, you can use your reaction to summon magical roots to bind the target, as if they were targeted by the *entangle* spell.

You can summon roots in this way a number of times equal to your proficiency bonus, regaining all uses after finishing a long rest.

## GREENSONG

At 10th level, you learn one 1st-, 2nd-, and 3rd- level spell of your choice from the Druid spell list. These count as tradition spells for you.

When you cast any of your tradition spells while singing a Mystic Song, one creature affected by your song regains 1d4 hit points.

## PAEAN TO THE ELEMENTS

At 15th level, you can sing a song over the course of 1 minute which is able to invoke a blessing from nature itself and shield your allies like a cloak. After the performance, select a number of listeners up to your Charisma modifier. Each target immediately gains resistance for 1 hour to one damage type of its choice out of acid, cold, fire, lightning, and poison.

Once you grant this blessing, you can't do so again until you finish a long rest.

## GLORY OF THE GREENWOOD

At 20th level, creatures of your choice who are targeted by your Mystic Songs gain the following benefits:

- They regain 1 hit point at the start of each of their turns.
- They may ignore natural difficult terrain, and are each surrounded by a 5-foot radius circle of grasping roots which is difficult terrain for creatures hostile to you.

In addition, while you are singing a Mystic Song, you gain resistance to acid, cold, fire, lightning, and poison damage.

## BLOODCALLER'S TRADITION

Troubadours of the Bloodcaller tradition put their music to a more sinister purpose - their melodies resonate directly with the blood of the living, and even sometimes the dead. Some Bloodcallers simply find a sanguine resonance to their songs; others may have learned their art from blood mages, or in benighted vampiric courts.

Bloodcallers still serve their allies with their song, though. A bloodcaller can help restore injured teammates, sap the vitality of enemies, and unleash devastating blood magic on the battlefield. They are among the most versatile of troubadours, but pay for their skills with an unsavory reputation.

### BLOOD MAGIC

This subclass utilizes the blood magic mechanics, and a number of spells, found in KibblesTasty's Blood Magic expansion. See [here](#) for that document. Spells are included in the spells appendix.

## BLOODCALLER SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. These spells count as troubadour spells for you, but they don't count against the number of troubadour spells you know.

Troubadour Level	Spell
3rd	<i>blood bolt</i> <sup>K</sup> , <i>transfuse life</i> <sup>K</sup>
5th	<i>compelled convulsion</i> <sup>K</sup>
9th	<i>sanguine spears</i> <sup>K</sup>
13th	<i>ichorous blood</i> <sup>K</sup>
17th	<i>life link</i> <sup>K</sup>

## SCARLET SONGS

When you adopt this tradition at 3rd level, your music is able to speak directly to the blood of both your allies and enemies. You gain proficiency in the Medicine skill, or another skill of your choice if you are already proficient. Additionally, you can add your Charisma modifier to any Medicine checks involving wounds or blood diseases, and to any Survival checks to examine or track blood stains.

## MUSIC IN THE BLOOD

Additionally at 3rd level, you find that your own vitality is the key to unlocking new reserves of power. Whenever you fall below half your hit point maximum while singing a Mystic Song, you may begin singing a second song simultaneously without expending a use of your Mystic Songs feature. This song has the same targets as the first, and ends immediately if you are ever above half your hit point maximum.

In addition, you learn the following Mystic Song, which doesn't count against your Mystic Songs known.

## SANGUINE SARABANDE

You sing a slow and sinister dance, sapping the life from your enemies. When a target would regain hit points, it regains half as many hit points as it otherwise would.



## CRIMSON CONCORDANCE

At 6th level, when a creature deals damage with one of your concordant notes, it can regain hit points equal to half the damage dealt by the concordant note. Also, when you grant a concordant note, you can choose for it to deal necrotic damage instead of thunder.

## REAP THE HARVEST

At 10th level, while you are singing a Mystic Song, you may use your reaction to harvest the life of any creature that dies within its area. Before the end of your next turn, you can use this harvested life to cast one of your tradition spells without expending a spell slot.

You can cast a number of levels worth of spells in this way equal to your proficiency bonus. This total resets after finishing a short or long rest.

## BLOOD BOND

At 15th level, you can sing a song over the course of 1 minute which reveals to your allies the latent power in their own blood. After the performance, select a number of listeners up to your Charisma modifier. Each target receives two of the following three boons of their choice, which last for one hour.

- It gains resistance to necrotic damage.
- It gains temporary hit points equal to twice your troubadour level.
- Once per turn when it regains hit points, it may add your Charisma modifier.

Once you perform in this way, you can't do so again until you finish a long rest.

## POWER IN THE BLOOD

At 20th level, you cannot drop below 1 hit point while you are singing a Mystic Song.

## MINDWHISPER'S TRADITION

The Mindwhisper tradition is secretive and little-known, for its adherents dabble with mysterious and fearsome powers. They possess innate mental powers, and a talent for reading thoughts and influencing the minds of others. An identified Mindwhisper is rarely trusted, but they are often able to quietly worm their way into positions of power.

The Mindwhisper prefers to stay at the back of the fight, manipulating from the shadows. Their spells and abilities let them strike fear into enemies' hearts, breaking their confidence and causing psychic pain. That their allies might be at least as uncomfortable is a mere detail.

## MINDWHISPER SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. These spells count as troubadour spells for you, but they don't count against the number of troubadour spells you know.

Troubadour Level	Spell
3rd	<i>frighten</i> <sup>K</sup>
5th	<i>psychic skewer</i> <sup>SDS</sup>
9th	<i>sending</i>
13th	<i>confusion</i>
17th	<i>dominate person</i>

## INNATE PSIONICS

When you adopt this tradition at 3rd level, you can communicate telepathically with any creature you can see within 30 feet of you. The creature must be able to understand at least one language. If you don't share any languageS, you can only communicate in simple images and emotions

## MENTAL MUSIC

Also at 3rd level, you are able to pipe your music directly into other creatures' minds. When you begin singing a Mystic Song, you can do so silently and without any visible action at all. You can also force target OF your Mystic Song to make an Intelligence saving throw against your spell save DC. On a failure, it is charmed by you until the end of your next turn.

Additionally, you learn the following Mystic Song, which doesn't count against your Mystic Songs known.

## DISQUIET DIRGE

You sing a burrowing, dissonant melody, which causes self-doubt and discordance in the listener's mind. The first time each turn a targeted creature misses with an attack or fails a saving throw, it suffers psychic damage equal to your proficiency modifier.



## BLOSSOMING TELEPATH

At 6th level, you gain access to the Telepathic Intrusion psionic power. You gain a number of psi points equal to your proficiency bonus, regaining them when you finish a short or long rest. You can use these points to empower your Telepathic Intrusion or cast your tradition spells, spending 1 psi point per level of the spell in place of a spell slot.

When you use your Telepathic Intrusion power, you can use your Concordance feature as a bonus action.

Also, when you grant a concordant note, you can choose for it to deal psychic damage instead of thunder.

## TELEPATHIC INTRUSION

*Psionic Power*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

You assault the mind of a creature you can see directly. The target must succeed on a Wisdom saving throw against your spell save DC, or take 1d8 psychic damage. If the target fails the saving throw, it has disadvantage on attacks made against you until the start of your next turn. You can choose to deal no damage to the creature when it fails its saving throw.

You can spend psi points to add the following modifiers (you can add multiple modifiers). The points must be spent when choosing the target of the power.

**Rending** (*1+ psi points*): The target takes 1d8 psychic damage for each additional point spent on a failed save.

**Terrifying** (*1 psi point*): The target is frightened of you until the end of your next turn if it fails its saving throw.

**Meddling** (**2 psi points**): You make one creature invisible to the target creature or cause the creature to see something that is not there with the effect of *minor illusion* until the start of your next turn if it fails its saving throw.

**Overwhelming** (**3 psi points**): The target is stunned until the end of its next turn if it fails its saving throw.

## PSYCHIC FORTITUDE

At 10th level, you gain resistance to psychic damage. While you are singing a Mystic Song, you can select a number of targets up to your Charisma modifier to gain resistance to psychic damage.

## EMPTY THE SOUL

At 15th level, you learn a song that can wrap a creature's mind away, sealing it off from the world, which you can project into its mind over the course of 1 minute. After the performance, the target gains the benefits of the *mind blank* spell for 1 hour. Once you project this performance, you can't do so again until you finish a long rest.

## MIND SEAR

At 20th level, your mind is a fortress, even as your songs rend the minds of your foes. While you are singing a Mystic Song, you gain the following benefits:

- You are immune to psychic damage, and to the charmed and frightened conditions.

- When an enemy is damaged by your concordant notes, it must make a Wisdom saving throw or become frightened of you until the end of your next turn.
- When an enemy is frightened of you, it takes bonus damage equal to two rolls of your concordance damage die from your Telepathic Intrusion and your concordant notes.

## HELLCANTOR'S TRADITION

The tradition of the Hellcantor is disfavored for a reason. Hellcantors tap into the power of the lower planes, threading fiendish melodies into their music. Their songs may be discordant or uncannily beautiful, as the situation calls. While some Hellcantors pass along their art through forbidden texts or secret tutelage, others are rumored to cavort with fiendish powers directly, selling their souls in exchange for profane music.

Hellcantors are offensive troubadours, standing behind their allies and unleashing infernal fires across the battlefield. Their abilities will wrap their allies in hellfire, curse their enemies' attacks, and eventually bend their foes to their devilish will.

## HELLCANTOR SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. These spells count as troubadour spells for you, but they don't count against the number of troubadour spells you know.

Troubadour Level	Spell
3rd	<i>devil's dagger</i> *
5th	<i>infernal shackles</i> <sup>K</sup>
9th	<i>fireball</i>
13th	<i>banishment</i>
17th	<i>incinerate</i> <sup>SDS</sup>

## UNHOLY SKILL

When you adopt this tradition at 3rd level, you learn to speak, read, and write Infernal. Additionally, anytime you make a Charisma (Performance) check, you may choose to give yourself advantage on the check. If you do so, you emit a faintly sulfurous odor for the next hour, and you register as a fiend to spells and magical effects that detect creature types.

## INFERNAL MELODIES

Also at 3rd level, your songs can carry demonic influence to control your foes. When you begin singing a mystic song, and again as a bonus action while you sing it, you can twist the luck of one creature within the song's area. The next time that creature makes an attack roll before the end of its next turn, it must roll a die equal to your Concordance Damage die and subtract the number rolled from the result. If the die roll is higher than the d20 roll for the attack, it also takes fire damage equal to the number rolled.

In addition, you learn the following Mystic Song, which doesn't count against your Mystic Songs known.

## HELLFIRE HORA

You perform a lively dance step, which sets infernal flames licking at the dancers' feet until it envelops their entire bodies. Each targeted creature is wreathed in hellfire. The first time each turn they are hit by a melee attack, the attacker takes fire damage equal to your proficiency bonus.

## FIENDISH FLAMES

At 6th level, your fire burns with devilish intensity. When you deal fire damage with a spell or your *Infernal Melodies*, you can add your proficiency bonus to the damage dealt. Also, when you grant a concordant note, you can choose for it to deal fire damage instead of thunder.

## INFERNAL HIDE

At 10th level, you receive an ever-shifting boon. When you finish a long rest, select one damage type out of acid, cold, fire, poison, or lightning. You gain resistance to that damage until you finish a long rest. In addition, you gain advantage on saving throws against being charmed.

## DEVIL'S BARGAIN

At 15th level, you can sing a song over the course of 1 minute which offers your allies a small slice of the fiendish power you enjoy. After the performance, a number of listening creatures up to your Charisma modifier can choose to make a fiendish deal. Each creature who accepts the deal has its hit point maximum reduced by a number equal to your troubadour level, and gains temporary hit points equal to twice that amount. If a creature fails a saving throw while they have any temporary hit points from this ability, they may sacrifice all remaining temporary hit points and add the amount lost to the number rolled, potentially changing the result. This maximum hit point reduction disappears at the end of a long rest.

Once you perform this way, you can't do so again until you finish a long rest.

## HELL'S TEMPTATIONS

At 20th level, you can extend your infernal power to your enemies as well. Anytime a creature takes damage from one of your concordant notes, you can use your reaction to attempt to charm it. It must succeed on a Wisdom saving throw against your spell save DC or be charmed by you until the end of your next turn.

While a creature is charmed by you in this way, you can use your bonus action to forcibly command it to move up to 30 feet and make one attack against a target of your choice. The target will not move into obviously dangerous terrain or attack itself.





## GRAVEWAKER'S TRADITION

Gravewakers are feared and shunned, maligned practitioners of necromancy who are rarely tolerated and never trusted. Their music is, in fact, able to wake the dead - summoning spirits from beyond and tearing corpses from their rest.

Gravewakers, perhaps unsurprisingly, are relatively self-sufficient troubadours - they can make their own allies, after all. Their music and their minions enable fearsome control of a battlefield, as skeletal hands clutch their foes and rotting corpses assault them.

### GRAVEWAKER SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. These spells count as troubadour spells for you, but they don't count against the number of troubadour spells you know.

Troubadour Level	Spell
3rd	<i>false life</i>
5th	<i>ray of enfeeblement</i>
9th	<i>animate dead</i>
13th	<i>death ward</i>
17th	<i>necromantic storm</i> <sup>SDS</sup>

## LORE OF THE BEYOND

When you adopt this tradition at 3rd level, you develop an affinity for death and corpses. You gain proficiency in the Medicine skill, or another skill of your choice if you are already proficient. In addition, when you make a Medicine check determine a corpse's cause or time of death, you can use your Charisma modifier in place of Wisdom.

### WAKE THE DEAD

Also at 3rd level, your songs have the power to wrench the dead from their very graves. Over the course of 10 minutes, you can raise a Small or Medium beast or humanoid corpse under your control. Your woken dead is friendly to you and your companions, and it obeys your commands. See its game statistics in the accompanying Woken Dead stat block, which uses your proficiency bonus (PB) in several places. It has the same size and general body configuration (number of limbs, etc.) as the corpse it originated from. You can only have one woken dead created by this feature at a time.

In combat, your woken dead shares your initiative count, taking its turn immediately after yours. It can move on its own, but the only action it takes on its turn is the Dodge action, and it cannot take reactions normally. When you take the Attack action, you may forgo one attack to command the woken dead to take an action on its turn.

That action can be one in its stat block or some other action. It cannot spend its own Hit Dice during a short rest to regain hit points, but when you roll Hit Dice, it regains hit points equal the number rolled + its Constitution modifier.



Your woken dead lasts until it is reduced to 0 hit points or until you die. Anything it was wearing or carrying falls to the ground when it becomes inanimate. If it becomes inanimate, you can perform a special ritual over the course of 10 minutes to revive it, which requires expending a spell slot of any level. It revives with 1 hit point, but you may expend a number of your Hit Dice equal to the slot level expended, rolling the dice and adding your Constitution modifier to each die. It regains a number of hit points equal to the result. It regains all its hit points after you finish a long rest.

In addition, you learn the following Mystic Song, which doesn't count against your Mystic Songs known.

### SKELETONS' SEUNG MU

You perform a sinister-yet-sprightly tune, summoning hands of bone to aid your allies. Targets get advantage on their opportunity attacks, and when they deal damage to an enemy with a concordant note, skeletal hands erupt from the ground to seize the enemy. The attack's target must make a Strength saving throw or be grappled until the end of their next turn, with an escape DC equal to your spell save DC.

## WOKEN DEAD

*Medium or Small Undead*

**Armor Class** 10+PB

**Hit Points** 5+5 times your troubadour level

**Speed** 25 ft.

16 12 16 6 10 8

STR(+3) DEX(+1) CON(+3) INT(-2) WIS(+0) CHA(-1)

**Saving Throws** Strength +3 plus PB, Constitution +3 plus PB

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 10+PB

**Languages** Understands the languages you speak

### Traits

**Undead Fortitude.** If damage reduces the woken dead to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, it drops to 1 hit point instead.

**Undead Nature.** The woken dead doesn't require air, food, drink, or sleep.

**Animated by Song.** If the woken dead is targeted by your mystic song, its movement speed increases by 10 feet, its armor class increases by 2, and it becomes able to take reactions.

### Actions

**Slam.** *Melee Weapon Attack:* + 3 + PB to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 + PB bludgeoning damage.

### DEATHLY ECHOES

At 6th level, when an undead under your control deals damage with one of your concordant notes, it can add your Charisma modifier to the damage dealt. Also, when you grant a concordant note, you can choose for it to deal necrotic damage instead of thunder.

### EMPOWERED DEAD

Also at 6th level, your woken dead gains one of the following traits of your choice when you animate it:

- **Bursting Wounds:** Any creature who hits the woken dead with a melee attack takes acid damage equal to your Charisma modifier.
- **Grasping Claws:** The woken dead gains proficiency in Athletics, using your proficiency bonus for its own. When it makes an attack, it can attempt to grapple the target as a bonus action.
- **Chilling Aura:** Creatures of your choice who start their turns within 15 feet of the woken dead have their speed reduced by 10 feet.

You can replace your choice with another whenever you finish a long rest or create a new woken dead.

### SOULSONG

At 10th level, you learn one 1st-, 2nd-, and 3rd-level spell of your choice from the necromancy school. These count as tradition spells for you.

Additionally, when inspecting a corpse, you can use your action to sing a brief melody and commune with its spirit. You can ask a single question as if you had cast *speak with dead*. You can do this a number of times equal to your Charisma modifier, regaining all uses after a long rest.

### GRAVE BLESSING

At 15th level, you can sing a song over the course of 1 minute to call up a font of necromantic power to strengthen your allies. After the performance, you wreath a number of listening creatures up to your Charisma modifier in deathly power. Each target gains temporary hit points equal to your troubadour level, and has resistance to necrotic damage as long as they possess these temporary hit points. Undead creatures have advantage on all attacks while they possess these temporary hit points.

### UNDYING SONG

At 20th level, your song summons up mighty waves of necromantic energy. Friendly creatures targeted by your mystic songs gain the **Undead Fortitude** trait from the Woken Dead stat block.

Creatures slain by your concordant notes rise as additional Woken Dead under your command, entering initiative immediately after you. They keep their prior size and are raised with hit points equal to 5 times their Challenge Rating. These undead become lifeless again after 1 minute.

# TROUBADOUR SPELL LIST

## 1ST LEVEL

Befriend Beast<sup>SDS</sup>  
Charm Person  
Color Spray  
Comprehend Languages  
Detect Magic  
Disguise Self  
Earth Rumble<sup>SDS</sup>  
Expeditious Retreat  
Faerie Fire  
Feather Fall  
Floating Disk  
Frighten<sup>K</sup>  
Grease  
Healing Word  
Hellish Rebuke  
Heroism  
Hideous Laughter  
Infectious Jig<sup>S</sup>  
Jump  
Longstrider  
Protection from Evil and Good  
Silent Image  
Sleep  
Thunderwave

Unseen Servant

## 2ND LEVEL

Aid  
Alacrity<sup>K</sup>  
Alter Self  
Augury  
Blur  
Detect Thoughts  
Earthen Hand<sup>SDS</sup>  
Enhance Ability  
Enthrall  
Find Traps  
Gust of Wind  
Hallucination  
Hold Person  
Lesser Restoration  
Levitate  
Magic Mouth  
Magic Weapon  
Mirror Image  
Phantasm  
See Invisibility  
Shatter  
Silence  
Suggestion  
Unbridled Fury

## 3RD LEVEL

Beacon of Hope  
Counterspell  
Dispel Magic  
False Foes<sup>SDS</sup>  
Fear  
Fiery Quiver<sup>SDS</sup>  
Hypnotic Pattern  
Major Image  
Mass Healing Word  
Phantom Steed  
Power Word Nap<sup>SDS</sup>  
Protection from Energy  
Sending  
Slow  
Sonic Rift<sup>SDS</sup>  
Sonorous Toll<sup>S</sup>  
Thunder Pulse<sup>K</sup>  
Tongues  
Water Breathing  
Wind Wall

## 4TH LEVEL

Compulsion  
Confusion  
Dominate Beast

Expose Weakness<sup>SDS</sup>  
Freedom of Movement  
Hallucinatory Terrain  
Irresistible Melody<sup>S</sup>  
Phantasmal Killer  
Polymorph  
Private Sanctum  
Quicksilver Steps<sup>K</sup>  
Resilient Sphere  
Secret Chest  
Stoneskin

## 5TH LEVEL

Animate Objects  
Awaken  
Creation  
Dominate Person  
Dream  
Greater Restoration  
Hold Monster  
Legend Lore  
Mislead  
Seeming  
Sonic Shriek<sup>K</sup>  
Telepathic Bond  
Thunderous Chords<sup>S</sup>

Spells marked with <sup>S</sup> were created by somanyrobots . Spells marked with <sup>SDS</sup> were created as part of the Spells That Don't Suck project. Spells marked with <sup>K</sup> were created by KibblesTasty and used with permission. All are included in the Spells Appendix at the end of this document.

# APPENDIX 1: MAGIC ITEMS

## POCKET HORN

*Wondrous Item, common*

The pocket horn is an invention of powerful transmuters, constructed to aid adventurous or stealthy troubadours. It is a brass horn, which you can fold over the course of 1 minute into a shape small enough to fit in your pocket. The horn can be unfolded as an action.

## DUNSTAN'S FABLED AXEFLUTE

*Weapon (handaxe), rare (requires attunement)*

While Sir Dunstan's mirrored dagger is better known, his collection also included this marvelous handaxe. This weapon is a magical +2 handaxe, with a hollowed haft that has a series of holes carved in it. The handaxe can be played as if it were a flute.

When the handaxe is used for a thrown attack, it produces unearthly, keening music. If it hits its target, any concordant note granted to its wielder rolls twice as many dice to determine its damage.

## AGBAG'S DRUM OF DANCING

*Wondrous item, very rare (requires attunement by a troubadour)*

This bone-banded drum belonged to a might goblin chief, who rose to the leadership of a mighty warband thanks to its power. The drum has ten charges. When you use this drum as a spellcasting focus, you can a +2 bonus to your spell attack rolls and the saving throw DCs of your troubadour spells.

As an action, you can spend a number of charges equal to the spell's level to cast any of the following spells:

- *Infectious Jig*
- *Sonorous Toll*
- *Thunderous Chords*
- *Otto's Irresistible Dance*

When you spend the drum's last charge, roll 1d4. On a roll of 1, the drum permanently loses 1 charge. The drum regains 1d6+1 charges daily at dawn.

## PIPES OF THE WILDWOOD

*Wondrous Item, uncommon*

This set of cherrywood panpipes has a remarkably sonorous sound. Whenever you play them, any non-hostile beasts of CR 1/4 or lower within earshot are charmed by you for as long as you continue playing. If they suffer damage for any reason, the effect ends, and they are immune to the pipes for 24 hours.

As an action, you can use the pipes to cast *befriend beast* once, regaining the ability after a long rest.

## LUTEBOW

*Weapon (light crossbow), rare (requires attunement)*

This legendary lute has arms that unfold to either side of its neck, and a slide that can be used to nock a quarrel upon its strings. It is a +1 magic light crossbow. Once per turn when you fire this weapon, you can grant a concordant note to an ally within 15 feet as part of the attack.

## LIQUID COURAGE

*Potion, uncommon*

This tincture is made with strong liquor, aqua vitae, and some dissolved hair of a famous musician. When consumed, you gain proficiency with all musical instruments for 1 hour. If you are already proficient with an instrument, you instead gain expertise with it. You also gain proficiency with the Performance skill if you are not already proficient.

After 1 hour, the effect ends. In addition, your hands begin to tremble uncontrollably. You have disadvantage on all ability checks and any saving throws against the frightened condition for 24 hours.

## DEIANEIRA'S DULCIMER OF SHREDDING

*Wondrous item, rare (requires attunement by a troubadour)*

This dulcimer, originally the property of the beloved aasimar songstress Deianeira of the Vale, has a mirror finish and a body which flares out to dramatic points. Its music has a clashing, distorted sound. When you use this dulcimer as a spellcasting focus, you can a +1 bonus to your spell attack rolls and the saving throw DCs of your troubadour spells.

The dulcimer has six charges. As an action, you can spend a number of charges equal to the spell's level to cast any of the following spells:

- *Devil's Dagger*
- *Liquid Armor*
- *Quicksilver Lash*

The dulcimer recovers 1d4 charges daily at dawn.

As a general rule, consider allowing troubadours to use any item marked as exclusive to bards.

# APPENDIX 2: INCLUDED SPELLS

## ALACRITY

*2nd-level transmutation*

**Classes:** Bard, Ranger, Sorcerer, Troubadour, Wizard

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** 1 round

Until the start of your next turn, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

If you are under the effect of *haste*, you gain no benefit from this spell.

## BLADE MIRAGE

*1st-level illusion (arcane)*

**Classes:** Bard, Ranger, Sorcerer, Wizard

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a melee weapon worth at least 1 sp)

**Duration:** Concentration, up to 1 minute.

You twist illusions around a melee weapon you are holding. When you cast the spell, and on each subsequent turn for the duration as a bonus action, you can create feinting blows with the illusory copies of your blade, distracting your target and giving you advantage on the next weapon attack against that target before the end of your turn. The spell ends early if let go of the weapon.

As an action, a creature that can see you can make an Intelligence (Investigation) check against your spell save DC. On success, you no longer gain advantage from using the illusionary blades when making a feint against that creature, rendering the spell impotent against that creature.

## BLOOD BOLT

*Transmutation cantrip (blood magic)*

**Classes:** Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a drop of your blood worth at least 1 hit point, which the spell consumes)

**Duration:** Instantaneous

You transmute a drop of blood into a crimson dart and launch it at creatures within range, making a ranged spell attack. On hit, the target takes 1d6 piercing damage and 1d6 necrotic damage.

The piercing and necrotic damage increase by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6). The blood consumed also increases when the damage increases at 5th (2), 11th (3), and 17th (4).

## BRAMBLE BARRIER

*3rd-level transmutation*

**Classes:** Druid, Ranger

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

You create a line of low brambles that erupts from a point you can see within range. This line is 30 feet long and 5 feet wide, made of up of six 5-foot squares of brambles. Each patch must connect to another patch and be placed on the ground. The bramble patches are difficult terrain and a creature that enters a square of brambles takes 4d4 piercing damage and must make a Constitution saving throw. On failure, their speed becomes 0 until the end of their turn.

The brambles wither and die after 1 day if the area isn't suitable for them to grow. Each 5-foot-square portion of brambles requires at least 1 minute to clear by hand, or can be cleared if they take 5 or more fire damage. The brambles crumble to dust immediately if you cast this spell again.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can create two additional 5-foot squares of brambles for each slot level above 3rd.

## COMPELLED CONVULSION

*2nd-level necromancy (blood magic)*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S, M (a drop of your blood worth at least 2 hit points, which the spell consumes)

**Duration:** Instantaneous

You attempt to briefly take control of the blood of a creature within range you can see. The target must make a Constitution saving throw. On failure, you can force the creature to use its reaction to move up to 10 feet (or its movement speed, whichever is less) and make a single weapon attack against a target of your choice within reach. Creatures without blood are immune to this effect.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target an additional creature for each level above 2nd.

## DEVIL'S DAGGER

*1st-level conjuration (ferromancy)*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You conjure a cursed dagger of smoldering iron and hurl it at a creature within range. Make a ranged spell attack roll. On a hit, the target takes 2d4 fire and 1d4 piercing damage, and the dagger embeds itself in their flesh. While the dagger is embedded, the first time on each of its turns the target makes an attack roll, they must roll 1d4. They subtract the result from the attack roll and suffer that much fire damage. A creature within 5 feet of the target can remove the dagger as an action.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the initial fire damage dealt increases by 2d4 for each slot level above 1st.

## EARTH RUMBLE

*1st-level transmutation*

**Classes:** Bard, Druid, Sorcerer, Troubadour, Wizard

**Casting Time:** 1 action

**Range:** Self (10-foot radius)

**Components:** V, S

**Duration:** Instantaneous

You cause the ground immediately around you to shake and roll. Every other creature within 10 feet must make a Dexterity saving throw. On a failure, they take 2d6 bludgeoning damage and are knocked prone. On a success, they suffer half as much damage and no other effects. If the terrain is dirt or stone, it becomes difficult terrain for all other creatures besides you for the next hour.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st, and the radius increases by 5 feet for each two slot levels above 1st.

## EARTHEN HAND

*2nd-level transmutation*

**Classes:** Sorcerer, Troubadour, Wizard

**Casting Time:** 1 action

**Range:** Self (30 feet)

**Components:** V, S, M (a tiny porcelain hand)

**Duration:** Concentration up to 1 minute

You sculpt loose soil and rock into a massive hand, creating a Medium hand that occupies a 5-foot space within range. It can immediately reach for a Large or smaller creature within 5 feet, forcing the target to make a Strength saving throw or become restrained and suffer 2d6 bludgeoning damage.

As long as the hand is within 30 feet of you, you can give it mental commands. As an action, you can cause the hand to crush a restrained target. The target makes a Strength saving throw, taking 2d6 bludgeoning damage on a failure, or half as much on a success. Alternately as an action, you can dissolve and reform it anywhere within the spell's range and attempt to grab a creature within 5 feet. You can order the hand to let go of a creature at any time with no action.

To break out, a restrained target can use its action to attempt a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC. On a success, it is free and no longer restrained.

## EXPOSE WEAKNESS

*4th-level transmutation*

**Classes:** Druid, Warlock, Wizard

**Casting Time:** 1 bonus action

**Range:** 90 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Select one creature you can see within range, and one damage type that isn't bludgeoning, piercing, or slashing. The target must make a Charisma saving throw or lose any resistance to that damage type for the duration. Twice per round when the target takes damage of the chosen type, they take 2d6 additional damage of that type.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the number of times per round the additional damage can trigger increases by 1 for each two slot levels above 4th.

## FALSE FOES

*3rd-level enchantment*

**Classes:** Bard, Sorcerer, Troubadour, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You cause a creature to be unable to tell friend from foe. The target must make an Intelligence saving throw, automatically succeeding if it is immune to the frightened condition. On a failure, it treats every other creature as its enemy and fights them with its typical tactics.

It makes opportunity attacks if any creature provokes one. The target may reattempt the saving throw whenever it takes damage, ending the spell on a success.

## FIERY QUIVER

*3rd-level Transmutation*

**Classes:** Druid, Ranger, Sorcerer, Troubadour, Wizard

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 10 minutes

You enchant a quiver of ammunition with a fiery boon. When a creature is damaged by ammunition drawn from the quiver, they take an extra 2d6 fire damage. Only one piece of ammunition can be affected at a time, and the spell ends after 6 pieces of ammunition have been used. The spell also ends if you cast it again while unused ammunition remains.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by one for each slot level above 3rd.

## FLICKERING STRIKES

*5th-level conjuration*

**Classes:** Ranger, Wizard

**Casting Time:** 1 action

**Range:** Self (30-foot radius)

**Components:** V, S, M (a melee weapon you are proficient with worth at least 1 sp).

**Duration:** Instantaneous

You flourish a weapon you are proficient with used in the casting and then vanish, instantly teleporting to and striking up to 5 targets within range. Make a weapon attack against each target. On hit, a target takes the weapon damage from the attack + 6d6 force damage.

You can then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

## FRIGHTEN

*1st-level necromancy*

**Classes:** Troubadour, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a melee weapon you are proficient with worth at least 1 sp).

**Duration:** Concentration, 1 minute

You invoke a sudden fear within a creature you can see within range. The target creature must succeed a Wisdom saving throw, or become frightened for the duration. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**At Higher Levels.** When you cast this spell using a 2nd level or higher, you can target one additional creature for each slot above 1st.

## GALE BOLT

*1st-level evocation*

**Classes:** Druid, Ranger, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

A blast of concentrated wind streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 bludgeoning damage and if it is Large or smaller is knocked 10 feet away from you.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each level above 1st.

## HALLUCINATION

*2nd-level illusion*

**Classes:** Bard, Sorcerer, Troubadour, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small glass bottle)

**Duration:** Concentration, up to 1 minute

**Replaces:** *Phantasmal Force*

You afflict a creature you can see within range with an illusory phantasm. The target immediately perceives an object, creature, or other phenomenon which you specify. The phantasm lasts for the duration, must be smaller than a 10-foot cube, and is imperceptible except to the target. It seems real, including sound, smell, and any other properties as needed. The spell has no effect on undead or constructs. It can't cause damage or inflict conditions. The target behaves as if the phantasm is real, and can inspect the phantasm as an action, making an Intelligence (Investigation) check against your spell save DC. If it is close enough to touch the phantasm, it has advantage on this check. On a success, the spell ends.

As a bonus action while you are within range, you can adjust the phantasm (for instance, moving a creature up to 30 feet, opening a door, or shattering a window.)

## ICHOROUS BLOOD

*4th-level necromancy (blood magic)*

**Classes:** Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)

**Duration:** 10 minutes

You transmute your blood into sluggish black ichor, which forms a layer of armor as you bleed. You gain 8 temporary hit points, and for the duration of the spell, you reduce any bludgeoning, piercing, or slashing damage you take by 4 (to a minimum of 1 damage), and any time you are hit with a melee attack, the attacker takes 4 acid damage.

**At Higher Levels.** When you cast this spell with a 5th level or higher spell slot, the damage reduction and acid damage dealt to attackers increases by 1 for each level over 4th.

## INCINERATE

5th-level evocation

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Replaces:** *Immolation*

You channel agonizing flames, wreathing a creature you can see within range. At the start of each of its turns, the target must make a Dexterity saving throw, suffering 10d6 fire damage on a failure. On a success, it takes half as much damage and the spell ends for that creature. While a target is on fire, it casts bright light for 30 feet and dim light for an additional 30 feet.

As a bonus action, you can spread the flames from any targeted creature to another within 10 feet of it, making that creature an additional target. If damage from this spell reduces a target to 0 hit points, the target is turned to ash.

## INFECTIOUS JIG

1st-level enchantment

**Classes:** Bard, Troubadour

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, 1 minute

A creature of your choice that you can see within range is struck by an impossible, irresistible need to dance. The target must succeed on a Wisdom saving throw or find its feet moving of their own accord. At the start of each of their turns, the target moves up to 20 feet in a direction of your choice. A target is immune to this spell if it can't be charmed, and won't move into obviously dangerous ground, such as a fire or a pit.

As a reaction if the target ends its turn within 5 feet of another creature, you can force that creature to make a Wisdom saving throw. On a failure, it becomes an additional target. At the end of each of its turns, a target can repeat the saving throw, ending the spell on a success.

## IRRESISTIBLE MELODY

4th-level enchantment

**Classes:** Bard, Troubadour

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, 1 minute

You create an irresistible melody emanating from a point you can see within range. All creatures within a 30-foot-radius who can hear the melody must make a Wisdom saving throw, or become charmed for the duration. An affected creature is incapacitated and must spend its movement on its turn moving towards the point if possible. A target is immune to this spell if it can't be charmed, and won't move into obviously dangerous ground, such as a fire or a pit.

At the end of each of its turns, the target can make another Wisdom saving throw, ending the effect on a success. Anytime the target takes damage, it can reattempt the saving throw.

As a bonus action, you can move the source of the melody to another point within 30 feet of its current location.

## LIFE LINK

5th-level abjuration (blood magic)

**Classes:** Cleric, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S, M (a splash of your blood worth at least 5 hit points, which the spell consumes)

**Duration:** Concentration, up to 1 minute

You link the life of two creatures you can see within range for the duration of the spell, selecting either a life link or inverse life link, with the following effects based on which option you select:

- **Life Link:** When one target regains hit points so does the other target, and one target takes damage, the other target takes an equal amount of damage as necrotic damage.
- **Inverse Life Link:** When one target loses hit points the other gains an equal number of hit points, when one target regains hit points (other than from this effect), the other takes an equal amount of necrotic damage.

Regardless of the option, the link lasts until the spell ends, or the link has transferred 40 hit points of healing or damage to the other target.

**At Higher Levels.** When you cast this spell with a 6th level spell slot or higher, the number of hit points the link can transfer increases by 10 for each level above 5th.

## LIGHTNING TENDRIL

1st-level evocation

**Classes:** Druid, Sorcerer, Warlock, Wizard

**Casting Time:** 1 bonus action

**Range:** Self (20 feet)

**Components:** V, S

**Duration:** Concentration, 1 minute

Crackling beams of blue energy leap from your hands. For the duration of the spell, as an action, you can direct them toward a creature within range, dealing 1d12 lightning damage to that creature.

**At Higher Levels.** When you cast this spell using a 2nd- or 3rd-level spell slot, the damage increases to 2d12 and the range increases to 30 feet. When you cast it using a 4th- or 5th-level spell slot, the damage increases to 3d12 and the range increases to 60 feet. When you cast it using a spell slot of 6th level or higher, the damage increases to 4d12 and the range increases to 120 feet.

## LIQUID ARMOR

*2nd-level conjuration (ferromancy)*

**Classes:** Inventor, Sorcerer, Wizard

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S, M (a small steel plate)

**Duration:** Concentration, up to 10 minutes

You touch a willing creature, and immediately create a flowing layer of steel over its skin. The target's AC can't be lower than 16, and they have resistance to the next 2 instances of bludgeoning, piercing, or slashing damage they suffer. Once all these instances are spent, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the target is resistant to 1 more instance of damage for each slot level above 2nd.

## NECROMANTIC STORM

*5th-level necromancy*

**Classes:** Warlock, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, M (a piece of tattered black silk)

**Duration:** Instantaneous

**Replaces:** *Negative Energy Flood (in part)*

You tear a rift to a plane of death, summoning forth a flood of negative energy. Choose a point within 60 feet to open the rift. All non-undead creatures within 10 feet must make a Constitution saving throw, taking 6d8 necrotic damage on a failure or half as much on a success. If a creature is killed by this spell, the blast spreads, affecting a 10-foot radius around that creature as well. A creature cannot be damaged twice by the spell, and the spell ends after damaging 10 creatures.

If a humanoid dies from this spell, they rise as a zombie at the start of your next turn and attack the closest living creature. You can assert control over the zombies by casting *animate dead* as if you were reasserting control over zombies created with that spell. Statistics for a zombie are in the Monster Manual. At the DM's discretion, other creature types may rise as different undead.

**At Higher Levels.** When you cast this spell with a spell slot of 6th level or higher, the maximum number of creatures affected increases by 2 for each slot level above 5th.

## PHANTASM

*2nd-level illusion*

**Classes:** Bard, Sorcerer, Troubadour, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small piece of lambs' wool)

**Duration:** Concentration, up to 1 minute

**Replaces:** *Phantasmal Force*

You plant a debilitating phantasm into the mind of a creature you can see within range. The target must make a Wisdom saving throw or they believe the phantasm to be real and capable of hindering and harming the target. When you cast the spell, select one of the following options:

- **Blinded:** Your phantasm blocks the target's sight, blinding it.
- **Restrained:** Your phantasm entangles the target, restraining it.

- **Terrified:** Your phantasm takes the form of the target's greatest fears, frightening it.
- **Assailed:** Your phantasm is real enough to cause harm. The target takes 2d10 psychic damage at the start of each of its turns.

The target can reattempt its saving throw at the end of each of its turns, ending the spell on a success.

## POWER WORD NAP

*3rd-level enchantment*

**Classes:** Bard, Sorcerer, Troubadour, Wizard

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V

**Duration:** Varies

You command up to three willing prone creatures of your choice that you can see within range fall unconscious. The spell ends for a target if they wake up, such as through damage or being shaken awake as an action. If a target remains unconscious for the full duration, that target gains the benefit of a short rest, and it can't be affected by this spell again until it finishes a long rest. The spell's duration is one-fifth the time normally required for a short rest (e.g. 12 minutes for a one-hour rest).

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can target one additional willing creature for each slot level above 3rd.

## QUICKSILVER LASH

*3rd-level conjuration (ferromancy)*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (several droplets of quicksilver)

**Duration:** Instantaneous

You transform a few drops of quicksilver into a massive whip, striking out at your enemies. Make a melee spell attack against a creature within range. If the attack hits, the target takes 6d8 slashing damage, and a Large or smaller target must make a Strength saving throw. If they fail the saving throw, you can pull them toward you up to 30 feet and knock them prone.

## QUICKSILVER STEPS

*4th-level transmutation (arcane)*

**Classes:** Bard, Ranger, Sorcerer, Troubadour, Wizard

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute.

For the duration of the spell your movement does not provoke attacks of opportunity, and you can move up to 10 feet each time another creature you can see or hear ends their turn (no action required), up to 4 times, regaining all uses at the start of your turn. The first attack against you after each time you move have disadvantage.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the number of times you can move at the end of another creature's turn increases by 1, equaling the level of the spell slot used.



## SANGUINE SPEARS

*3rd-level transmutation (blood magic)*

**Classes:** Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a splash of your blood worth at least 6 hit points, which the spell consumes)

**Duration:** 10 minutes

You transform some of your blood into three floating spears of crimson power. While you have one or more spear remaining, you can use an action or bonus action to launch one of the spears at a creature within range making a range spell attack. On hit, the target takes 2d6 piercing damage and 2d6 necrotic damage, and you regain 5 hit points.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, for each spell slot level above 3rd, you can sacrifice 2 additional hit points to create an additional spear.

## SONIC BLAST

*evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You produce a concentrated blast of sound, hammering a single enemy with its force. Make a ranged spell attack against the target. On a hit, the target takes 1d8 thunder damage and is deafened until the end of their next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## SONIC RIFT

*3rd-level conjuration*

**Classes:** Sorcerer, Troubadour, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

You step through a dimensional rift, teleporting to a space you can see within range. After you teleport, the rift closes and emits a sonic shockwave. All creatures within 10 feet of the rift must make a Constitution saving throw, suffering 3d10 thunder damage on a failure or half as much on a success. The shockwave is audible from 300 feet away.

You may bring your possessions and any objects you can carry. You may also bring one willing creature your size or smaller, who must be standing 5 feet from where you cast the spell and appears within 5 feet of your destination. If there is not enough space at the destination, they are left behind.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

## SONIC SHRIEK

*5th-level evocation*

**Classes:** Bard, Sorcerer, Troubadour

**Casting Time:** 1 action

**Range:** Self (120-foot cone)

**Components:** V, S

**Duration:** Concentration, 1 minute

You emit a sonic blast covering a huge area. Each creature in a 120-foot cone must make a Constitution saving throw. On a failed save, a creature takes 6d8 thunder damage. On a successful save, a creature takes half as much damage. A creature automatically succeeds on its saving throw if it is more than 60 feet from you.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

## SONOROUS TOLL

*3rd-level enchantment*

**Classes:** Bard, Troubadour

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, 1 minute

You create a haunting melody, captivating all creatures within a 20-foot radius sphere of a point you choose within range. Any creature in the area when the spell is cast, or who ends their turn in the area, must make a Wisdom saving throw. On a failed save, the creature is charmed by you, cannot willingly leave the spell's area of effect, and has disadvantage on attack rolls against creatures outside the area. Affected creatures can attempt a Wisdom saving throw at the end of each of their turns to shake off the effect.

As a bonus action, you can direct the melody to a terrifying and mesmerizing crescendo. All creatures currently charmed through this spell must make a Wisdom saving throw, taking 3d6 psychic damage on a failed save, or half as much on a successful one. After you cause this crescendo, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

## SPECTRAL CHAMPION

3rd-level necromancy

- **Classes:** Cleric, Paladin, Warlock, Wizard
- **Casting Time:** 1 bonus action
- **Range:** Self
- **Components:** V, S
- **Duration:** Concentration, up to 1 minute
- **Replaces:** *Spirit Shroud*

You summon a large, ghostly entity which envelops you, aiding your attacks and making its own, striking down your foes. The entity is incorporeal and invulnerable. Choose a damage type when you cast this spell: cold, necrotic, or radiant. All damage dealt by this spell is of that type.

For the duration of the spell, your weapons are wreathed in ethereal light, dealing 1d4 extra damage on every hit; any creature that takes this damage can't regain hit points until the start of your next turn. In addition, when you cast this spell and as a bonus action on subsequent turns, you can command the entity to make a melee spell attack against one target within 10 feet, dealing 2d8 damage on a hit. A creature hit by this attack must make a Wisdom saving throw or have its speed reduced to 0.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the the damage dealt by the host increases by 1d8 for each level above 3rd.

## SUMMON ANIMAL SPIRIT

2nd-level conjuration

- Classes:** Druid, Ranger  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S, M (a set of fine animal statuettes, worth at least 200gp altogether)  
**Duration:** Concentration up to 1 hour

You gather energy from the nature around you and sculpt it into a powerful spirit animal, appearing in an unoccupied space you can see within range. It uses the Animal Spirit stat block, and you select either the Earth, Sea, or Sky option when you cast the spell. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, it shares your initiative count, and takes its turn immediately after yours. It obeys your verbal commands. If you don't issue any command, it takes the Dodge action and moves only to avoid hazards.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, certain values increase in its stat block.

## ANIMAL SPIRIT

Medium Beast, unaligned

**Armor Class** 12 + the level of the spell (natural armor)

**Hit Points** 15 (Sky) or 25 (Earth & Sea) + 5 for each spell level above 2nd

**Speed (Earth)** 30 ft., climb 30 ft.

**Speed (Sea)** 10 ft., swim 30 ft.

**Speed (Sky)** 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

16 (+3)	12 (+1)	16 (+3)	4 (-3)	14 (+2)	8 (-1)
---------	---------	---------	--------	---------	--------

**Senses** darkvision 60 ft., passive Perception 12

**Languages** understands the languages you speak

**Proficiency** equals your bonus

**Flyby (Sky Only).** The animal doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Pack Tactics (Earth Only).** The animal has advantage on attacks against enemies within 5 feet of an ally who isn't incapacitated.

**Blood in the Water (Sea Only).** The animal has advantage on attacks against enemies below their maximum hit points.

**Water Breathing (Sea Only).** The animal can breathe underwater.

## Actions

**Multiattack.** The animal makes a number of attacks equal to half this spell's level (rounded down).

**Maul (Earth and Sea Only).** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 + the spell's level piercing damage.

**Talons (Sky Only).** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + 1 + the spell's level slashing damage.

## STORMWALL

*5th-level evocation*

**Classes:** Druid, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, 10 minutes

You create a raging thunderstorm and sculpt it into a wall of lightning and lashing rain. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It can be free floating, or it can rest on a solid surface. You can make the wall up to 80 feet long, 40 feet high, and 5 feet thick, or a ringed wall up to 25 feet in diameter, 40 feet high, and 5 feet thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 4d12 lightning damage, or half as much damage on a successful save.

No sound can pass through the wall, and creatures within 10 feet of it are deafened. Creatures moving through the wall are buffeted by winds and lashed by lightning. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 4d12 lightning damage on a failed save, or half as much damage on a successful one.

As a bonus action on each turn after the first, you may select one creature you can see within 30 feet of the wall or one creature at random within 10 feet of the wall. A lightning bolt leaps out, dealing 2d12 lightning damage. The target can make a Dexterity saving throw for half damage.

## THUNDER PULSE

*3rd-level evocation*

**Classes:** Bard, Sorcerer, Troubadour, Wizard

**Casting Time:** 1 action

**Range:** Self (15-foot cone)

**Components:** V, S

**Duration:** Concentration, 1 minute

You gather sonic energy and expel it as a shockwave in a 15-foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 3d8 thunder damage and is knocked 10 feet back. On a successful save, the creature takes half as much damage and is not knocked back.

You can create a new shockwave as your action on subsequent turn until the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

## THUNDEROUS CHORDS

*5th-level evocation*

**Classes:** Bard, Sorcerer, Troubadour

**Casting Time:** 1 action

**Range:** Self (30-foot cone)

**Components:** V, S, M (a musical instrument)

**Duration:** Concentration, 1 minute

You begin performing a song of crashing power, sending waves of devastating sound outwards from your instrument. A wave of sound rolls out from you in a 30-foot cone. Each creature in the area must make a Constitution saving throw. On a failed save, the creature takes 4d8 thunder damage, and is deafened and has disadvantage on its next attack roll until the start of your next turn. On a failed save, a creature takes half as much damage and suffers no other effects.

You can create such a sound wave as an action on any turn until the spell ends.

## TRANSFUSE LIFE

*1st-level necromancy (blood magic)*

**Classes:** Occultist, Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (a splash of your blood worth 5 hit points, which the spell consumes)

**Duration:** Instantaneous

You infuse a creature you touch with life divested from the blood used in the material component of the spell, causing the target to regain twice the hit points expended.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the amount of hit points consumed by the spell increases by 5 (and the amount of hit points restored increases by a corresponding amount).

## UNBRIDLED FURY

*2nd-level enchantment*

**Classes:** Bard, Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You plant an unquenchable rage in the mind of one humanoid you can see within range. The target must make a Wisdom saving throw or become charmed by you, their eyes glowing with a fiery light. When you cast the spell, or as an action on subsequent turns, you may activate this rage.

If their rage is activated, at the beginning of the target's turn, they must move up to their speed towards the closest other creature and use their action to make 1 melee attack against them. If their rage is not activated or they cannot reach another creature, the target may take their turn as normal. Regardless, they may attempt a Wisdom saving throw at the end of their turn, ending the spell on a success.

**At Higher Levels.** If you cast this spell using a spell slot of 4th level or higher, the target makes 2 attacks if they possess an ability that would normally allow them to make more than one attack on their turn.

## VITAL SURGE

4th-level transmutation

**Classes:** Cleric, Druid, Occultist

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S

**Duration:** 8 hours

You infuse a vital surge of life into up to 4 creatures of your choice within range. Once during the duration of the spell, they can trigger this vital surge as a bonus action, regaining 4d8 hit points. When they trigger this surge, they can expend up to a number of hit dice equal to half the level of the spell slot used to cast this spell, rolling them as they normally would and adding the amount of hit points restored to the effect of this surge.

Once a creature triggers this healing surge, the spell ends for that creature.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

## THANK YOU SUPPORTERS!

A heartfelt thank you to my patrons, whose generous support helps make this work possible. And a special thank you to:

- arawnannwn
- bluewarbler
- David Sharp
- GlaciesGlance
- Makasem
- Maya
- Sm0ll33B1ggz
- Star

## LICENSING

All rules & spell text in this document is licensed as CC-BY, under the Creative Commons Attribution 4.0 International license ([CC-BY](#)). Broadly, it can be republished freely or incorporated into commercial works as long as credit is given to the original creators.

Includes spells from *Spells That Don't Suck* by Omega Ankh and somanyrobots, which is licensed [CC-BY](#) and available [here](#).

Includes spells from *Kibbles' Casting Compendium 2.0* by KibblesTasty Homebrew LLC, which is licensed CC-BY and available [here](#).

## 5E SRD CONTENT

- This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC, [available here](#).
- The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License [available here](#).

## CREDITS & REFERENCES:

Troubadour created by [somanrobots](#)  
[Discord](#) | [Patreon](#)

All systems and spells used with permission of their creator.

## EDITING

Editing by Gilly Kelleher & Jake Fockler

## MECHANICS

- Psionics system by KibblesTasty
- Blood magic by KibblesTasty

## SPELLS

- by KibblesTasty: Alacrity, Blade Mirage, Blood Bolt, Bramble Barrier, Compelled Convulsion, Flickering Strikes, Gale Bolt, Ichorous Blood, Infernal Shackles, Life Link, Lightning Tendril, Sanguine Spears, Sonic Shriek, Thunder Pulse, Transfuse Life, Vital Surge
- by somanyrobots: Devil's Dagger, Infectious Jig, Irresistible Melody, Liquid Armor, Quicksilver Lash, Sonic Blast, Sonorous Toll, Stormwall, Thunderous Chords
- by somanyrobots & Omega Ankh: Animal Transformation, Earth Rumble, Earthen Hand, False Foes, Fiery Quiver, Incinerate, Necromantic Flood, Power Word Nap, Spectral Champion

## ART

- Songs of the Spellbound Sea, by [Zana Arnautovic](#)
- Melodist Troubadour, by Zana Arnautovic
- Skald Troubadour, by Zana Arnautovic
- Spellsinger Troubadour, Zana Arnautovic
- Sunchanter Troubadour, Zana Arnautovic
- Wildheart Troubadour, by Zana Arnautovic
- Bloodcaller Troubadour, by Zana Arnautovic
- Hellcantor Troubadour, by Zana Arnautovic
- Gravewaker Troubadour, by Zana Arnautovic

## BACKGROUND IMAGE STAINS

- [Jared Ondricek](#)

# CHANGELOG

## V1.2

---

- Lots of copyedits
- Mild nerf to Wildheart's Greenwood Gavotte

## V1.1

---

- Updated cover art

## V0.11.2

---

- Added art for the Mindwhisper
- Fixed mispaste in the Hellcantor

## V0.11.1

---

- Added art for the Gravewaker
- Adjusted layout

## V0.11

---

- Added Tradition of the Gravewaker!
- Added art for the Hellcantor

## V0.10

---

- Clarified that Mystic Songs can't affect the singer

## V0.9

---

- Added Tradition of the Hellcantor!
- Added Magic Items Appendix
- Updated Sunchanter art
- Updated Wildheart art

## V0.8.2

---

- Updated Melodist art
- Updated Skald art

## V0.8.1

---

- Fixed a couple of Firefox display errors

## V0.8.0

---

- Added Tradition of the Mindwhisper!
- Replaced non-SRD spells
  - Earth Tremor replaced with Earth Rumble
  - Maximilian's Earthen Grasp replaced with Earthen Hand
  - Enemies Abound replaced with False Foes
  - Flame Arrows replaced with Fiery Quiver
  - Catnap replaced with Power Word Nap
  - Elemental Bane replaced with Expose Weakness
  - Aura of Life replaced with Polymorph (Wildheart) and Vital Surge (Sunchanter)
  - Thunderous Smite replaced with Blade Mirage (Skald)
  - Skill Empowerment Removed
  - Crusader's Mantle replaced with Spectral Champion
  - Dawn replaced with Mass Cure Wounds
- Moved Multiclassing section
- Tiny language tweaks to a few Mystic Songs

## V0.7.1

---

- Updated Bloodcaller spell list
- Included Bloodcaller spells in Appendix 1

## V0.7

---

- Replaced Warding Wind with Alacrity
- Let the Wildheart cast *find familiar* as a ritual

## V0.6

---

- Added Tradition of the Wildheart!

## V0.5.1

---

- Fixed Honeyed Words interaction with *counterspell*

## V0.5

---

- Added Tradition of the Bloodcaller!

## V0.4.1

---

- Nerfed Fortifying Fandango
- Buffed Concordant Strikes
- Did some minor language cleanup and added a couple of clarifying notes

## V0.4

---

- Added Tradition of the Sunchanter!
- Renamed Air of Invulnerability to Armoring Air
- Added Fortifying Fandango and buffed Poem of Possibility
- Added Irresistible Melody and Thunderous Chords spells
- Small language clarifications to Spellsinger & Stormcrow

## V0.3

---

- Added Tradition of the Stormcrow!
- Added Gale Bolt & Stormwall spells
- Changed Requiem of Rest into Soothing Song (7th-level feature)
- Reverted Concordance to original version (d4 to attack, scaling damage)
- Removed knockback option from Shattering Song
- Small nerf to Lightning Lied, moved it to Stormcrow

## V0.2.1

---

- Buffed Legendary Melodies
- Nerfed Spellbinding Song
- Added Sonic Shriek and Thunder Pulse to spell list
- Small buff to Rousing Performance



## V0.2

---

- Took away cantrips
- Buffed Concordance
- Allow Concordance in place of any attack (it's actually mathematically *very* similar but allows Cha-SAD builds)
- Added Shattering Song
- Buffed Beethoven
- Mildly nerfed Stunning Solo
- Increased mystic song uses
- Replaced 18th-level Concordant Songs with Impossible Song
- Gave Skalds bonus-action self-Concordance
- Added Tradition of the Spellsinger!

## V0.1

---

- Initial Release!