

S&S 5E: Bard

Tall-Teller

Hummin' a tune as she trails her fingers over a long-forgotten marker in some dusty ruins, a half-elf in tough leathers feels know-how jumpin' into her mind, called forth by the magic of her melody — knowin' about the folks who built that marker and the tall tales it tells.

A serious human gunslinger rhythmically taps his revolver against his side, settin' the beat for his battle cry and rousin' his compadres to bravery and heroism. The magic in his words strengthens and steels 'em.

Chucklin' as she tunes her banjo, a gnome lass weaves her sly magic over the high-falutin' folk gathered 'round, makin' sure her pals' words hit the mark just right.

Whether a learned sage, a rowdy storyteller, or a crafty rogue, a bard spins magic through yarns and melodies to boost their buddies, rattle their rivals, play tricks with minds, spin illusions, and even mend wounds.

Tunes and Spells

Out in the wild lands of D&D, words and melodies ain't just air a-tremblin', but they're sounds packed with their own kind of power. The bard is a wrangler of tunes, tales, and the magic that dances within 'em. Bards reckon that the multiverse got called into bein' itself, that the mighty words of the gods shaped it, and echoes of these ancient Words of Creation are still echoin' across the cosmos. The melodies of bards are like tryin' to lasso and harness those echoes, subtly weavin' 'em into their spells and tricks.

The biggest strength of a bard lies in their jack-of-all-trades nature. Many a bard likes to hover on the outskirts of a dust-up, usin' their magic to pep up their pals and put a hitch in their enemies' giddy-up from a safe distance. But don't be fooled, bards can hold their own in a scrap if need be, usin' their magic to toughen up their six-shooters and dusters. Their spells tend to favor charms and illusions over outright blazin' spells. They're walking encyclopedias on a heap of topics and got a knack for doin' just about anything well. Bards become masters of whatever craft they set their sights on perfectin', be it strummin' a guitar or diggin' up forgotten lore.

Creating a Tall-Teller

Tall-tellers thrive on tales, whether those yarns are truer than a straight shot or as wild as a mustang. Your character's past and what drives 'em ain't near as crucial as the stories they spin about it. Maybe you had a childhood steadier than a well-anchored hitching post. Ain't no grand story in that, so you might fancy yourself as an orphan reared by a witch in a forlorn swamp. Or maybe your upbringing is the stuff of legends. Some tall-tellers get their musical magic through extraordinary happenings, like the whisperin' of fey or other mysterious critters.

Did you learn your craft under the wing of a seasoned tall-teller, stickin' to their side like a loyal hound until you were ready to ride solo? Or did you spend your days in a school where you studied the lore of tall-tellers and practiced your musical magic? Maybe you were a youngster on the run, taken in by a roamin' tall-teller who showed you the ropes. Or perhaps you were a high-and-mighty young'un from a well-to-do family, schooled by a master in the art. It could be you found yourself in the grips of a witch, striking a deal for your musical gift, and your life and freedom to boot, but at what cost?

QUICK BUILD

You can make a bard quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Dexterity. Second, choose the entertainer background. Third, choose the dancing lights and vicious mockery cantrips, along with the following 1st-level spells: charm person, detect magic, healing word, and thunderwave.

The Tall-Teller Table

-----Spell Slots per Spell Level-----

Level	Proficiency Bonus	CLASS Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellslinging, Footlight Flare (d6)	2	4	2	-	-	-	-	-	-	-	-
2nd	+2	Handy, Lullaby (d6)	2	5	3	-	-	-	-	-	-	-	-
3rd	+2	Tall-Teller Teaching, Virtuosity	2	6	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	3	7	4	3	-	-	-	-	-	-	-

5th	+3	Footlight Flare (d8), Frivolous Flare	3	8	4	3	2	-	-	-	-	-	-
6th	+3	Contrariwise, Tall-Teller Teaching Feature	3	9	4	3	3	-	-	-	-	-	-
7th	+3	-	3	10	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement	3	11	4	3	3	2	-	-	-	-	-
9th	+4	Lullaby (d8)	3	12	4	3	3	3	1	-	-	-	-
10th	+4	Footlight Flare (d10), Long Winded, Tales from the Frontier	4	14	4	3	3	3	2	-	-	-	-
11th	+4	-	4	15	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	4	15	4	3	3	3	2	1	-	-	-
13th	+5	Lullaby (d10)	4	16	4	3	3	3	2	1	1	-	-
14th	+5	Legends of the West, Tall-Teller Teaching Feature	4	18	4	3	3	3	2	1	1	-	-
15th	+5	Footlight Flare (d12)	4	19	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	4	19	4	3	3	3	2	1	1	1	-
17th	+6	Lullaby (d12)	4	20	4	3	3	3	2	1	1	1	1
18th	+6	Frontier Epics	4	22	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	22	4	3	3	3	3	2	1	1	1
20th	+6	First-Rate Flare	4	22	4	3	3	3	3	2	2	1	1

Class Features

As a tall-teller, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Tale-Teller level

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

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Three musical instruments of your choice

Saving Throws: Dexterity, Charisma

Skills: Choose any three

Equipment

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

- (a) a rapier, (b) a longsword, or (c) any simple weapon
- (a) a diplomat's pack or (b) an entertainer's pack
- (a) a lute or (b) any other musical instrument
- Leather armor and a dagger

Spellcasting

You've got a knack for wrangling the fabric of reality, bending it to your will with a mix of charm and a tune. Your spells are like your stories, varied and ready for whatever pickle you find yourself in. Check out the Spells Rules for the nitty-gritty of spellcasting and the Spells Listing for the tall-teller spell list.

Cantrips

You know a couple of cantrips of your choosing from the tall-teller spell list. As you wander and learn, you'll pick up more of these handy tricks, as noted in the Cantrips Known column of the Tall-Teller table.

Spell Slots

The Tall-Teller table lays out how many spell slots you have for casting your tall-teller spells from 1st level on up. To cast one of these spells, you gotta spend a slot of the spell's level or higher. You get all these spell slots back after a good night's rest.

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

Spells Known of 1st Level and Higher

You've got four 1st-level spells in your arsenal, picked from the tall-teller spell list.

The Spells Known column of the Tall-Teller table shows when you learn new tall-teller spells of your choice. Each new spell has to be a level for which you've got slots, as the table shows. Say, when you hit 3rd level in this class, you can learn a new spell of either 1st or 2nd level.

Also, each time you gain a level in this class, you can swap out one of the tall-teller spells you know for a different one from the tall-teller spell list. The new spell also has to be a level for which you have spell slots.

Spellcasting Ability

Charisma is what fuels your spellcasting as a tall-teller. Your magic comes from the heart and soul you pour into your performances, be it music or storytelling. Use your Charisma whenever a spell hinges on your spellcasting ability. Plus, you use your Charisma modifier when setting the saving throw DC for a tall-teller 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

Ritual Casting

You can cast any tall-teller spell you know as a ritual, provided that spell has the ritual tag.

Spellcasting Focus

You can use a musical instrument (check the Tools section) as your spellcasting focus for your tall-teller spells.

Footlight Flare

You can bolster others with rousing words or music. Use a bonus action on your turn to pick a fella, other than yourself, within 60 feet who can hear ya. That critter gets a Flare die, a d6.

Within the next 10 minutes, that creature can roll the die and add the number rolled to an ability check, attack roll, or saving throw it makes. The critter can hold off on rolling the Flare die until after it rolls the d20, but it's gotta decide before the DM declares whether the roll's a hit or a miss. Once that Flare die is rolled, it's spent. A creature can only hold onto one Flare die at a time.

You can use this feature a number of times equal to your Charisma modifier (at least once, mind you). You get all them uses back after a good long rest.

Your Flare die gets beefier as you gain levels in this class. It turns into a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Handy

Come 2nd level, you're as versatile as a Swiss Army knife. You can toss in half your proficiency bonus, rounded down, to any ability check you make that don't already include your proficiency bonus.

Lullaby

Starting at 2nd level, you can use calming tunes or tales to patch up your battered compadres during a brief rest. If you or any friendly folks within earshot of your performance heal up at the end of a short rest by using one or more Hit Dice, each of them gets back an additional 1d6 hit points.

These extra hit points get a boost when you reach higher levels in this class: they go up to 1d8 at 9th level, 1d10 at 13th level, and 1d12 at 17th level.

Tall-Teller Teaching

At 3rd level, you venture deeper into the highfalutin' ways of a tall-teller teaching of your choosing. The path you pick bestows on you some fancy features at 3rd level, and then again at 6th and 14th level.

Virtuosity

At 3rd level, pick a pair of your skill know-how's. Your proficiency bonus gets a good ol' boost, doubling up for any ability check you make that calls on either one of them chosen skills.

Ability Score Improvement

When you mosey on up to 4th level, and again at the 8th, 12th, 16th, and 19th levels, you can bolster one of your ability scores by a pair of points, or give a single point each to two different scores of your choosing. Just like always, you can't boost any ability score over 20 using this feature.

Frivolous Flare

Beginning when you reach 5th level, you regain all of your expended uses of Footlight Flare when you finish a short or long rest.

Contrariwise

Come 6th level, you'll have the knack for usin' powerful melodies or mighty words to wrangle mind-muddlin' tricks. As a quick move, you can kick off a performance that'll last 'til your next turn rolls around. While you're performin', you and any friendly folks within 30 feet get a leg up on savin' throws against bein' scared stiff or charmed. But they gotta be able to hear you to

benefit from it. Now, if you get laid low or someone hushes you up, or if you choose to stop (don't need no action for that), your performance will end a mite early.

Long Winded

At 10th level, pick two more skills you're mighty good at. Your proficiency bonus is doubled for any checks you make using them chosen skills. Be it the slick jabber of a swindler, the sharp gaze of a trailblazer, or the steady aim of a sharpshooter, you've fine-tuned your abilities to the pinnacle of excellence.

Tales from the Frontier

By the time you hit 10th level, you've roamed far and wide across the untamed lands, collecting tales, tunes, and yarns from all sorts of folk. Choose a pair of spells from any class, much like those stories or melodies you've picked up on your journeys. A spell you pick must be one you can cast, as shown on the Tall-Teller table, or it can be a cantrip.

The spells you select are considered part of your Tall-Teller repertoire and are included in the count in the Spells Known column of the Tall-Teller table.

Come 14th level and again at 18th level, you'll learn two more spells from any class, symbolizing additional legends you've encountered or tricks you've learned from other roaming souls of the frontier.

Legends of the West

Come 14th level, your ventures and escapades have widened your collection of stories and sagas. You get to pick two spells from any class. These spells gotta be something you can handle, as laid out on the Tall-Teller table, or they might be cantrips.

The spells you choose are part of your Tall-Teller spell list and are included in the tally in the Spells Known column of the Tall-Teller table.

When you reach 18th level, you'll pick up two more spells from any class. These could be ancient chants you picked up from a tribal shaman, curious happenings you've uncovered in the wilds, or maybe some top-notch dueling techniques you learned from a seasoned gunslinger.

Frontier Epics

At 18th level, you've gathered a trove of tales and know-how that'd put even the most renowned yarn-spinners of the West to shame. Choose two spells from any classes. Now, these spells gotta be something within your reach, as the Tall-Teller table shows, or they could be cantrips.

These chosen spells, they're part of your repertoire as a Tall-Teller and they're included in the count in the Spells Known column of the Tall-Teller table. These might be the pinnacle of all your

adventures and encounters, embodying deep life teachings, powerful charms you learned from a solitary wizard, or the hidden tricks of a notorious bandit.

First-Rate Flare

At 20th level, when you're quick on the draw and roll for initiative, finding yourself fresh out of uses of Footlight Flare, you get one use back, faster than a gunslinger reloading in a high noon showdown.

Tall-Teller Teachings

The path of a tall-teller is one of camaraderie and tall tales. These yarn-spinners are always on the lookout for kinfolk to exchange songs and stories, boast about their wild escapades, and pass down their hard-earned wisdom. Tall-tellers gather in informal groups known as colleges, not just for the hootenannies and jamborees, but to keep their traditions alive and kicking.

Teachings of Genesis

Tall-Tellers reckon the universe to be a grand tapestry, spun from the tales and tunes of the earliest dragons and deities. They call this age-old melody the Teachings of Creation, echoing through time like a lonesome cowboy's yodel across the canyon. The Tall-Tellers of the Genesis Lore hitch their wagons to this ancient ballad, wrangling its rhythms through dance, music, and heartfelt cowboy poetry. They pass down this wisdom: "Before the stars winked in the night sky, there was the Teachings, stirrin' the first light of day. Its melodies were so pure and fine, they set the stones and cedars to whisperin' and swayin'. And now, they too, join in the chorus. Heed the Teachings, pupils, and you might just coax the mountains to croon and two-step."

Among dwarves and gnomes, it's a time-honored tradition for Tall-Tellers to learn the ways of the Teachings of Creation. And in dragonborn circles, it's held in high esteem, as legends tell of Bahamut and Tiamat, the mightiest of dragons, as the ballad's first and finest crooners.

Teachings of Genesis Features

Tall-Teller Level	Feature
3rd	Spark of Life, Tale of Creation
6th	Lifegiving Tale
14th	Revelation's Escalation

Spark of Life

3rd-level Teachings of Genesis feature

Whenever you hand a critter a Footlight Flare die, you can let loose a note from them old Teachings of Creation, summoning a Tiny spark of life that hovers nearabouts that creature. This here spark is more ghostly than a tumbleweed in a moonlit desert – untouchable and everlasting, stickin' around 'til the Footlight Flare die's all used up. It might look like a musical note, a twinklin' star, a desert bloom, or any other symbol of art or life you fancy.

When the critter uses the Footlight Flare die, that spark kicks up some extra magic, dependin' on whether the die's for an ability check, an attack roll, or a saving throw, like so:

Ability Check. When the creature uses the Footlight Flare die on an ability check, it can give that die another roll and pick the best of the two, as the spark bursts into a shower of colorful, harmless sparks for just a blink.

Attack Roll. Right after the creature adds the Footlight Flare die to an attack roll, the spark explodes like a gunshot, ringing out loud and clear. The target, plus any other varmints you choose within 5 feet of it, have to make a Constitution saving throw against your spell save DC or take thunder damage equal to what's rolled on the Footlight Flare die.

Saving Throw. Just after the critter adds the Footlight Flare die to a saving throw, the spark fades away with a melody as sweet as a nightingale, grantin' the creature temporary hit points equal to the number rolled on the Footlight Flare die plus your Charisma modifier (at least 1 temporary hit point, mind you).

Tale of Creation

3rd-level Teachings of Genesis feature

As an action, you can muster up the enchantments of the Teachings of Creation to conjure one nonmagical item of your choosing in an unoccupied space within 10 feet of ya. The item's gotta land on a surface or in a liquid that can hold it up proper. The worth of the item can't exceed 20 times your tall-teller level, and it's gotta be no bigger than Medium size. The created item gives off a soft shimmer, and a critter can hear a hint of music when they touch it. This item'll vanish after a number of hours equal to your proficiency bonus. For a notion of what items you might whip up, take a gander at the equipment section in the Player's Handbook.

Once you've crafted an item using this trick, you can't do it again 'til after a long rest, unless you're willing to spend a spell slot of 2nd level or higher to give it another go. You can only have

one item conjured by this feature at a time; if you rustle up another using this action and you've already got one, the first one will up and disappear.

The size of the item you can create with this feature grows by one size category when you hit 6th level (Large) and again at 14th level (Huge).

Lifegiving Tale

6th-level Teachings of Genesis feature

As an action, you can animate one Large or smaller nonmagical item within 30 feet of you that isn't being worn or carried. The animate item uses the Dancing Item stat block, which uses your proficiency bonus (PB). The item is friendly to you and your companions and obeys your commands. It lives for 1 hour, until it is reduced to 0 hit points, or until you die.

In combat, the item shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the item can take any action of its choice, not just Dodge.

When you use your Footlight Flare feature, you can command the item as part of the same bonus action you use for Footlight Flare. Once you animate an item with this feature, you can't do so again until you finish a long rest, unless you expend a spell slot of 3rd level or higher to use this feature again. You can have only one item animated by this feature at a time; if you use this action and already have a dancing item from this feature, the first one immediately becomes inanimate.

DANCING ITEM

Large or smaller construct

Armor Class 16 (natural armor)

Hit Points 10 + five times your bard level

Speed 30 ft., fly 30 ft. (hover)

STR 18 (+4) **DEX** 14 (+2) **CON** 16 (+3) **INT** 4 (-3) **WIS** 10 (+0) **CHA** 6 (-2)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, poisoned, frightened

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge – Proficiency Bonus (PB) equals your bonus

Immutable Form. The item is immune to any spell or effect that would alter its form.

Irrepressible Dance. When any creature starts its turn within 10 feet of the item, the item can increase or decrease (your choice) the walking speed of that creature by 10 feet until the end of the turn, provided the item isn't **incapacitated**.

Actions

Force-Empowered Slam. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target you can see. *Hit:* 1d10 + PB force damage.

Revelation's Escalation

14th-level Teachings of Genesis feature

When you rustle up magic with your Revelation's Escalation, you can conjure up more than a single item at a time. The count of items you can whip up equals your Charisma modifier (ain't no fewer than two items, mind you). If you're fixin' to create an item that'd push you past that limit, you get to choose which of your earlier crafted items vanishes into thin air. Just remember, only one of these items can be as big as the maximum size you're capable of creating; the rest gotta be Small or Tiny.

And don't fret none about the gold value limit when using Revelation's Escalation – that rule's been shot to the wind.

Teachings of Manners

Followers of the Teachings of Manners master the art of communication. Smooth-talking is held in high regard, often proving more influential than cold hard facts. These Tall-Tellers wield a combination of logic and charismatic wordplay, converting cynics and critics with sound arguments and tugging at heartstrings to engage the emotions of their audience.

Teachings of Manners Features

Tall-Teller Level	Feature
3rd	Slick Talker, Sowing Doubt

6th	Inextinguishable Flare, Colloquial Coneseur
14th	Catchy Flare

Slick Talker

3rd-level Teachings of Manners feature

You sure have a way with words, like a savvy rancher knows his cattle. When you're spinning a yarn or sweet-talkin' with your Charisma (Persuasion) or Charisma (Deception), you can count any d20 roll of 9 or under as a solid 10.

Sowing Doubt

3rd-level Teachings of Manners feature

You've got the knack for slingin' magic-laced words that rattle a critter's confidence, makin' 'em second-guess their own hide. As a quick draw action, you can use up one of your Footlight Flare and pick out a varmint you can see within a 60-foot stretch. Roll your Footlight Flare die. That poor soul's gotta deduct the number you roll from their next savin' throw they make 'fore your next turn rolls around.

Inextinguishable Flare

6th-level Teachings of Manners feature

Your heartenin' talk is so convincin' that others just can't help but try their darndest to shine. When a fella or a gal adds one of your Footlight Flare dice to their ability check, attack toss, or savin' throw and it don't pan out, they get to hold onto that Footlight Flare die for another shot.

Colloquial Coneseur

6th-level Teachings of Manners feature

You've sharpened your gabbin' skills to where any critter can catch your drift. As a quick move, pick one or more varmints within shootin' distance, up to a count equal to your Charisma modifier (at least one, mind you). Them chosen critters can magically comprehend your words, no matter the tongue you're waggin', and that lasts for one full hour.

Once you've spun this yarn, you can't spin it again 'til you've had a good night's rest, 'less you spend a spell slot to give it another whirl.

Catchy Flare

14th-level Teachings of Manners feature

When your smooth talkin' rightly rouses someone, the charm of your words can mosey on over to another soul. If a critter within a stone's throw (60 feet, that is) boosts its doin's with one of your Footlight Flare dice and hits the mark, you can use your quick thinkin' to fire up a different varmint (not includin' yourself) that's within earshot, givin' it a Footlight Flare die without usin' up any of your stash.

You can pull off this slick move a number of times equal to your Charisma modifier (gotta do it at least once), and you get all them chances back after you've bunked down for a long night's rest.

Teachings of the Stage

The Teachings of the Stage is the trail for those Tall-Tellers who sharpened their wits in the bustling saloons and lively town squares of the Wild West, or by learning from an old hand in these arts. Under the guidance of charismatic gunslingers, shrewd card sharks, and cunning stage performers, these Tall-Tellers learn how to hold folks spellbound with their acts and silver tongues.

Tall-Tellers who walk this path are looked upon with a mix of awe and suspicion. Their shows are the stuff of legend, their words so slick they could sweet-talk their way out of a jailhouse or calm a stampeding herd. The same magic that lets them soothe wild critters can sway hearts and minds. Some no-good Tall-Tellers might hornswoggle a whole town for their own gain, spinning their spells to make the townsfolk dance to their tune. But the upright ones, they use their gifts to spread cheer to the downtrodden and outfox the iron-fisted.

Teachings of Stage Features

Tall-Teller Level	Feature
3rd	Appearance of Awe, Captivating Can-Can
6th	Kiss'n Tale
14th	Untamed Grandeur

Appearance of Awe

3rd-level Teachings of Stage feature

When you saddle up with the Teachings of the Stage at 3rd level, you're fixin' to spin a tune of wild frontier magic that'll perk up your comrades with vigor and quickness.

As a quick-draw action, you can burn one use of your Footlight Flare to don yourself a captivating guise. When you do this, pick a posse of folks you can see and who can lay eyes on you, within 60 feet, countin' up to your Charisma modifier (at least one, mind you). Each one of them gets 5 temporary hit points. When a critter gets these temporary hit points, it can right away use its reaction to mosey up to its speed, not worryin' none about provokin' opportunity attacks.

The number of temporary hit points gets a boost when you hit new levels in this class, growing to 8 at 5th level, 11 at 10th level, and a hearty 14 at 15th level.

Captivating Can-Can

3rd-level Teachings of Stage feature

Startin' at 3rd level, you can lace your performance with enchantin', wild frontier magic.

If you entertain for at least a minute, be it through singin', recitin' a tale, or dancin', you can try to bedazzle your audience. When your show's over, pick a number of folks within 60 feet who watched and listened to the whole shebang, up to a count equal to your Charisma modifier (gotta be at least one). Each one's gotta make a Wisdom savin' throw against your spell save DC or be charmed by you. A charmed individual thinks the world of you, talkin' you up to anyone they meet, and they'll stand in the way of those who cross you, shy of startin' a brawl unless they're already inclined to throw down for you. This effect fades after an hour, if they take a lickin', if you set upon 'em, or if they see you rough up or harm any of their compadres.

If someone makes their savin' throw, they won't suspect you tried to put a spell on 'em.

Once you've used this trick, you can't pull it again until you've had yourself a short or long rest.

Kiss'n Tale

6th-level Teachings of Stage feature

At 6th level, you get the knack to wrap yourself in a kind of frontier magic that bends folks to your will. With a bonus action, you can cast the command spell, not usin' up a spell slot, while takin' on an almost supernatural charm for a minute or 'til you lose your concentration (like you're focused on a spell). While you're all dolled up like this, you can cast command again as a bonus action on each of your turns, without needin' to spend a spell slot.

Any varmint already charmed by you just can't resist the command you cast usin' this trick.

Once you've used this power, you gotta wait for a long rest 'fore you can use it again.

Untamed Grandeur

14th-level Teachings of Stage feature

At 14th level, your look permanently takes on a wild and mesmerizin' quality, makin' you appear both more attractive and mighty.

Plus, as a quick move, you can summon up a sort of magical, commanding air 'bout yourself that lasts a minute or 'til you're knocked senseless. While you're holdin' this commanding presence, any critter that tries to lay a hand on you for the first time on their turn has gotta pass a Charisma saving throw against your spell save DC. If they fail, they can't attack you on that turn and gotta pick someone else to aim their attack at, or their attack just fizzles out. If they make their save, they can try to hit you, but they'll be at a disadvantage on savin' throws against your spells when your next turn rolls around.

Once you've shown this kind of commanding presence, you gotta cool your heels for a short or long rest 'fore you can do it again.

Teachings of the Trail

Tall-Tellers followin' the Teachings of the Trail got a hankerin' for all sorts of know-how, gatherin' bits and pieces from learned books to tales told 'round a blazing campfire. Whether they're croonin' old-timey ballads in the local saloon or weavin' yarns 'bout bandits and sheriffs under the stars, these Tall-Tellers got a knack for keepin' folks hangin' on every word. And when their song or story winds down, you might find folks startin' to doubt what they've always held true, from their trust in the preacher to their faith in the lawman.

These ramblin' raconteurs ain't sworn to no mayor or bound by the words of any god. They're dedicated to chasin' down truth and beauty, speakin' their minds even if it ruffles some feathers. A town boss who's got such a bard for a mouthpiece or counsel knows full well that for these folks, plain speakin' beats sweet talkin'.

These tale-spinners often gather where books abound, and sometimes in bona fide schools with lecture halls and sleepin' quarters, sharin' the stories they've scavenged. They're also known to show up at festivals or town gatherings, ready to expose the crooked, challenge fibs, and take the wind out of self-important big shots.

Teachings of Trail Features

Tall-Teller Level	Feature
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3rd	Bonus Proficiencies, Sharp Tongue
6th	Frontier Mysteries
14th	Unmatched Talent

Bonus Proficiencies

3rd-level Teachings of Trail feature

When you saddle up with the Teachings of the Trail at 3rd level, you get savvy in three skills of your pickin'.

Sharp Tongue

3rd-level Teachings of Trail feature

Also at 3rd level, you learn how to use your sharp tongue and quick thinking to ruffle, befuddle, and generally mess with the gumption of others. When a critter you can spy within 60 feet makes an attack roll, an ability check, or a damage roll, you can use your reaction to burn one of your uses of Footlight Flare, rolling a Footlight Flare die and knocking off the number rolled from the varmint's roll. You can decide to use this trick after the critter rolls, but before the DM calls if the attack roll or ability check is a hit or miss, or before the critter tallies its damage. The critter's immune if it can't hear you or if it's plumb immune to being charmed.

Frontier Mysteries

6th-level Teachings of Trail feature

At 6th level, you pick up a couple of spells of your choosing from any class. Now, the spell you pick has gotta be one you can cast, as laid out on the Tale-Teller table, or it can be a simple cantrip. These chosen spells count as Tall-Teller spells for you, but they don't eat into the tally of Tall-Teller spells you already know.

Unmatched Talent

14th-level Teachings of Trail feature

Startin' at 14th level, when you're up against an ability check, you can call upon one use of your Footlight Flare. You roll a Footlight Flare die and add the number you roll to your ability check. You can decide to use this little trick after you roll for the ability check, but before the DM lets you know whether you've made it or missed it.

Teachings from Beyond

Tall-Tellers of the Teachings from Beyond go huntin' for tales packed with natural might—legends and histories, or yarns spun by the fireside—and they give breath to the souls in them stories. Usin' relics from days gone by, these Tall-Tellers conjure up ghostly figures of the rugged trailblazers who tamed the land, beckonin' them to leave their mark on the world once more. But let me tell ya, these spirits got a mind of their own, and what a bard summons ain't always gonna dance to their tune.

Teachings from Beyond Features

Tall-Teller Level	Feature
3rd	Bonus Proficiencies, Sharp Tongue
6th	Frontier Mysteries
14th	Unmatched Talent

Ghosts of the Past

3rd-level Teachings from Beyond feature

You can reach out to the spirits of the old world to guide you and others. You learn the guidance cantrip, which doesn't count against the number of bard cantrips you know. For you, it has a range of 60 feet when you cast it.

Spectral Token

3rd-level Teachings from Beyond feature

You utilize tools that aid you in channeling spirits, be they historical figures or folkloric archetypes. You can use the following objects as a spellcasting focus for your bard spells: a lantern, crystal ball, animal skull, spirit board, or a deck of playing cards.

Starting at 6th level, when you cast a bard spell that deals damage or restores hit points through the Spectral Token, roll a d6, and you gain a bonus to one damage or healing roll of the spell equal to the number rolled.

Dead Men Tales

3rd-level Teachings from Beyond feature

You reach out to spirits who recount their stories through you. While you are holding your Spectral Token, you can use a bonus action to expend one use of your Footlight Flare and roll on the Ghost Stories table using your Footlight Flare die to determine the tale the spirits direct you to tell. You retain the tale in mind until you bestow the tale's effect or you finish a short or long rest.

You can use an action to choose one creature you can see within 30 feet of you (this can be you) to be the target of the tale's effect. Once you do so, you can't bestow the tale's effect again until you roll it again.

You can retain only one of these tales in mind at a time, and rolling on the Ghost Stories table immediately ends the effect of the previous tale. If the tale requires a saving throw, the DC equals your spell save DC.

Ghost Stories

Footlight Flare Die	Ghost Story You Weave
1	<p>Yarn of the Sly Critter: For the next 10 minutes, whenever the target wrangles with an Intelligence, Wisdom, or Charisma check, they can toss an extra die right after rollin' the d20 and add the extra die's tally to their check. This extra die's the same type as your Flare die.</p>
2	<p>Tale of the Famed Gunslinger: You take a shot with a melee spell at the target. If you hit your mark, the target takes a wallop of force damage equal to a double roll of your Flare die plus your Charisma modifier.</p>
3	<p>Story of Cherished Companions: The target and a buddy of its choosing within 5 feet gain temporary grit equal to a roll of your Flare die plus your Charisma modifier.</p>

4	<p>Legend of the Fleeting Outlaw: The target can zip 30 feet to a spot it can see using its reaction. When it does, it can pick a posse up to your Charisma modifier to do the same.</p>
5	<p>Saga of the Avenging Rider: For a minute, any varmint that lands a melee attack on the target gets a taste of its own medicine, taking force damage equal to a roll of your Flare die.</p>
6	<p>Chronicles of the Roaming Cowboy: The target bulks up with temporary grit equal to a roll of your Flare die plus your bard level. While beefed up, it gets a 10-foot boost to its stroll and a +1 bonus to its guard.</p>
7	<p>Tale of the Mesmerizing Charlatan: The target's got to pass a Wisdom saving throw or get hit with psychic damage equal to double your Flare die roll, left dazed and confused till the end of its next turn.</p>
8	<p>Ghost Rider's Tale: The target turns invisible till the end of its next turn or till it lands a hit. If it attacks while unseen, the target it hits takes a sting of necrotic damage equal to a roll of your Flare die and gets scared stiff till its next turn.</p>
9	<p>Ballad of the Burly Brawler: Each critter the target picks within 30 feet's got to test their Strength. Fail, and they take a thunderous beating equal to triple your Flare die roll and hit the dirt. Succeed, and they take half the hurt without biting the dust.</p>

10	Dragon's Fire Tale: The target breathes fire like a dragon in a 30-foot cone. Any critter caught in the blast has to dodge or get singed with fire damage equal to quadruple your Flare die roll, or half that if they make the save.
11	Angel's Mercy Story: The target heals up with health equal to double your Flare die roll plus your Charisma modifier, and you clear one of these troubles off them: blinded, deafened, paralyzed, petrified, or poisoned.
12	Yarn of the Eldritch Sage: You spin a mind-bending tale from a being beyond the stars. The target's got to make heads or tails of it with an Intelligence saving throw or take a heap of psychic damage equal to triple your Flare die roll and be stunned silly till the end of its next turn.

Seance

6th-level Teachings from Beyond feature

The spirits grant you a peek into the great beyond. You can spend an hour gettin' cozy with the spirits (fitting it into a short or long rest if you like) using your Spectral Token. You can include a posse of willing folks in this shindig, up to a number that matches your know-how (your proficiency bonus, that is, including yourself). When the hour's up, you get to borrow one spell of your choosing from any class out there.

The spell you pick has gotta be no higher level than the number of folks joining in on the ritual, and it's gotta be something you can handle casting, sticking to the ways of seeing things you shouldn't (divination) or chatting with the departed (necromancy). This borrowed spell's considered part of your own bag of tricks (a bard spell for you) but doesn't count against the total number of spells you can hold in your head.

Once you've had your powwow with the spirits, you can't hold another one 'til after you've had a good long rest, and you'll remember that borrowed spell 'til you hit the hay for another long rest.

Mystic Link

14th-level Teachings from Beyond feature

You've got a knack for steerin' the spirits of Tales from Beyond to spin the yarns you favor. Whenever you roll on the Ghost Stories table, you get to roll the die twice and pick which one of the two tales to pass on. And if you happen to roll the same number on both dice, well, you can just ignore that and pick any tale you want off that table.

GHOST STORIES

Spinnin' ghost yarns, like them Tales from Beyond, often means hitchin' your stories to some grand theme or collection. Think on what lassos your tales together. Maybe they're all about characters from a deck of cards, stars from the night sky, spirits of old trailblazers, or heroes from a dime store novel? Or maybe your stories are broader, stretchin' over notorious bandits, legendary pioneers, or tall tales whispered 'round the campfire? Use the yarns you spin to carve out your own legend as a storyteller roamin' the Wild West.

Teachings of the Blade

Tall-Teller of the Teachings of the Blade, known as knaves, entertain through thrilling acts of swordplay. Knaves perform stunts such as trick shots, knife throwing, staged duels, and the spinning of revolvers. Although their weapons are often used to amuse, they are also seasoned and highly skilled combatants in their own right.

Many knaves lead double lives due to their unique set of skills. One knave might use a travelling carnival as a front for dark activities such as assassination, thievery, and blackmail. Other knaves target the unscrupulous, dispensing frontier justice against the wicked and powerful. Most performance troupes are glad to make use of a knave's talents for the added thrill it provides, but few entertainers completely trust a knave among them.

Those knaves who part ways with their life as performers have often encountered trouble that made maintaining their covert actions unfeasible. A knave caught thieving or dispensing vigilante justice presents too much of a risk for most troupes. With their weapon skills and magic, these knaves either take up roles as enforcers for outlaw gangs or forge their own paths as adventurers.

Teachings of the Blade Features

Tall-Teller Level	Feature
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3rd	Bonus Proficiencies, Fighting Style, Blade Flourish
6th	Extra Attack
14th	Master Technique

Tall-Teller Level Feature

3rd Bonus Proficiencies, Fighting Style, Blade Dance

6th Extra Attack

14th Master's Blade Dance

Bonus Proficiencies

3rd-level Teachings of Blade feature

When you join the Teachings of the Blade at 3rd level, you gain proficiency with medium armor and the scimitar.

If you're proficient with a simple or martial ranged weapon, you can use it as a spellcasting focus for your tall-teller spells.

Fighting Style

3rd-level Teachings of Blade feature

At 3rd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if something in the game lets you choose again.

Firearms

You gain a +2 bonus to attack rolls you make with ranged weapons.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Blade Flourish

3rd-level Teachings of Blade feature

At 3rd level, you learn to dazzle folks with a show of fancy gunplay and quick-steppin'.

Whenever you hunker down for the Attack action on your turn, your boots get lighter, and your walkin' speed ratchets up by 10 feet until the end of the turn. And if a shot from your six-shooter or other ranged weapon you fire as part of this action strikes true, you can whirl into one of these here Blade Flourish moves of your choosin'. Mind you, you can only pull off one of these fancy maneuvers per turn.

Defensive Quickdraw. You can burn one use of your Tall-Teller Flare to add some extra sting to your shot. The damage dealt to your mark is equal to the roll on your Footlight Flare die. Plus, you get a boost to your defenses, adding that same number to your AC until the break of your next turn.

Ricochet Trick. Use a flick of your Tall-Teller Flare to make your bullet bounce with extra harm. The shot deals additional damage equal to your roll on the Footlight Flare die, not just to your intended target but to any other varmint you can eyeball within 5 feet of 'em.

Saddle Up and Move. Spend a Tall-Teller Flare to give your shot a little extra oomph. The damage is beefed up by your roll on the Flare die. You can also shove that target a good 5 feet back, plus a few extra feet equal to your die roll. Then, quick as a flash, you can react by moving up to your walking speed, closing the distance to a spot within 5 feet of where they landed.

Extra Attack

6th-level Teachings of Blade feature

Startin' at 6th level, you've honed your gunslingin' skills sharp enough to fire off two shots instead of just one whenever you decide to take the Attack action on your turn.

Master Technique

14th-level Teachings of Blade feature

Startin' at 14th level, whenever you fancy usin' a Blade Dance trick, you can roll a d6 and use that instead of burnin' through one of your Tall-Teller Flare dice.

Teachings of Glory

Tall-Tellers of the Teachings of Glory are bold yarn-spinners whose tales keep alive the legends of the great heroes of the old West, sparkin' a fire in the hearts of new would-be champs. These Tall-Tellers gather in saloons or 'round cracklin' campfires, singin' of the mighty deeds of heroes past and present. They roam the frontier, eyes wide open for significant happenings, makin'

darn sure these moments ain't forgotten. Through their ballads, they spur others to climb to the same heights of fame as them legendary heroes of days gone by.

Teachings from Beyond Features

Tall-Teller Level	Feature
3rd	Bonus Proficiencies, Courageous Flare
6th	Extra Attack
14th	Combat Castin'

Bonus Proficiencies

3rd-level Teachings of Glory feature

When you saddle up with the Teachings of Glory at 3rd level, you get savvy with medium armor, shields, and them martial weapons.

Courageous Flare

3rd-level Teachings of Glory feature

Also at 3rd level, you learn to spur others on in the thick of a scrap. A critter that's got one of your Footlight Flare dice can roll that die and tack the number onto a weapon damage roll it just dealt. Or, when someone's aiming to hit 'em, they can use their reaction to roll the Footlight Flare die and add that number to their AC against that attack, after seeing the roll but before knowing if it's a hit or a miss.

Extra Attack

6th-level Teachings of Glory feature

Starting at 6th level, you're quick on the draw and can launch two attacks, instead of just one, whenever you hunker down for the Attack action on your turn.

Combat Castin'

14th-level Teachings of Glory feature

At 14th level, you've become a true master of mixin' spell-slingin' and gunfightin' into one seamless performance. When you use your action to cast a Tall-Teller spell, you can quick draw and make one weapon attack as a bonus action.

Teachings of the Hushed Word

In every frontier town, the arrival of a Tall-Teller usually stirs up a whirlwind of excitement and anticipation. But for those following the Teachings of the Hushed Word, it's a prime opportunity for cunning and covert maneuvers. On the outside, these Tall-Tellers might look like any other, sharing the latest news, crooning Wild West ballads, and weaving captivating yarns for the crowd. But deep down, they're sly as coyotes among unsuspecting prairie dogs, using their smarts and mystical skills to dig up dirt and secrets, which they then wield as weapons of blackmail and intimidation.

A lot of other Tall-Tellers look down on the Teachings of the Hushed Word, seeing it as a low-down, dirty way to exploit a Tall-Teller's good name for personal gain. Because of this, members of this path often keep their true colors hidden under a hat, masquerading as followers of other paths or keeping their real dealings under wraps. This way, they can slyly infiltrate the halls of power and influence, pulling the strings from the shadows.

Teachings of the Hushed Word Features

Tall-Teller Level	Feature
3rd	Brain Blasts, Whispered Dread
6th	Duster of the Dead
14th	Legends of Shadows

Brain Blasts

3rd-level Teachings of Hushed Word feature

When you saddle up with the Teachings of the Hushed Word at 3rd level, you gain a knack for making your weapon strikes as damaging to a critter's mind as they are to its body.

When you land a blow with a weapon attack, you can choose to burn one of your Footlight Flare uses to add a bit of extra psychic sting to your hit, dealing an additional 2d6 mind-warping damage to your target. Mind you, you can only pull off this trick once per round on your turn.

As you ride further down this path, the mental hurt you deal gets mightier. The psychic damage you dish out increases to 3d6 when you reach 5th level, ramps up to 5d6 at 10th level, and peaks at a hefty 8d6 once you hit 15th level.

Whispered Dread

3rd-level Teachings of Hushed Word feature

At 3rd level, you learn the trick of weaving a touch of dark magic into seemingly harmless chit-chat, enough to spook a cowpoke out of their boots.

When you find yourself jawin' with a lone humanoid for a minute or so, you can try to plant the seeds of fear deep in their noggin. After your talk, that varmint needs to make a Wisdom saving throw against your spell save DC, or they'll be shaking in their boots, scared stiff of you or another critter of your pickin'. This fear grips 'em for an hour, unless they get attacked or hurt, or see their compadres getting roughed up.

Now, if they manage to resist your spooky words, they won't have a lick of suspicion about your attempt to scare 'em.

After you use this trick, you gotta take yourself a short rest or longer before you can use it again.

Duster of the Dead

6th-level Teachings of Hushed Word feature

At 6th level, you gain the knack to take on another fella's face. When a human-like critter kicks the bucket within 30 feet of your boots, you can snag its shadow with a quick reaction. That shadow sticks with you till you use it or you bed down for a long rest.

You can put that shadow to work as an action. When you do, it vanishes into the wind, leaving you looking spitting image of that departed soul, only lively and breathing. This here disguise sticks for an hour or until you decide to drop it with a bonus action.

While you're parading around in this getup, you know everything that person would gab about to a passing stranger. This includes the basics of who they were and what they did, but not their deep, dark secrets. It's enough to let you masquerade as them, using their memories.

If some sharp-eyed individual gets to wondering, they can try to see through your charade with a Wisdom (Insight) check, which you can counter with your Charisma (Deception) check. You get a nice +5 bonus to your attempt.

Once you've caught a shadow with this trick, you can't catch another until you've had yourself a short rest or longer.

Legends of Shadows

14th-level Teachings of Hushed Word feature

At 14th level, you get the knack for spinning words laced with shadowy magic that pry into a creature's worst fears.

As an action, you can whisper a magic phrase that's only heard by one critter of your choosing within a 30-foot range. That poor soul has to make a Wisdom saving throw against your spell save DC. If it can't understand your lingo or can't hear you, it's immune to this trick.

If it makes the saving throw, your whisper's just a bunch of nonsense to it. But if it fails, you've charmed it for the next 8 hours, or until you or your posse attack it, harm it, or make it save its hide. To the target, your whisper sounds like you're spilling its most shameful secret. You won't know what the secret is, but the critter thinks you do.

This spooked creature will do what you say, scared you'll blab its secret. It won't put itself in harm's way or scrap for you, not unless it was already inclined to. But it'll treat you like a close pal, doing favors and handing over gifts.

Once the charm wears off, the creature won't have a lick of sense as to why it was so fearful of you.

After you've used this trick, you gotta take a long rest before you can use it again.