

Silverthorne Games

Playtest Material, April 13, 2020

Thank you for downloading this playtest material. Please feel free to use it in your games and let us know your feedback by emailing playtest@silverthornegames.com. Thanks and good gaming!

New Bard Spells

Bardcraft

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: V, S, M (a tiny tuning fork)

Duration: Instantaneous

You create one of the following effects within range:

- You can instantly tune or detune any instrument you see within 5 feet.
- You can instantly clean your current outfit.
- You gain advantage on your next skill check to identify a song or poem you have not encountered before.
- You cause flames to flicker, brighten, dim, or change color for up to 10 minutes. This effect can be used to enhance your performance or speech if you so desire, changing with the dynamics of the story or song for emphasis and atmosphere.
- Your voice is amplified up to three times as loud as normal while performing before or addressing others. This effect lasts for up to 10 minutes.
- Your voice is accompanied by subtle music that changes appropriately with your mood and intonation. This music can be heard to a radius of 20 feet centered on you. This effect lasts for up to 10 minutes.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss an effect as an action.

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Phantom Blade

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You select a single target you can see within range, forcing it to make a Wisdom save. On a success, nothing happens. On a failure, the target perceives that you have successfully attacked it with a shimmering dagger-like blade, taking 1d6 psychic damage. Depending on your proximity to the target, the blade appears to be thrown or wielded in your hand.

The psychic damage increases by 1d6 whenever you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Sanguineous Healing

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of your own blood)

Duration: Instantaneous

You cut yourself as you cast this spell, touching a single living target that you can see. The target heals any number of hit points you choose that is equal to or less than your proficiency modifier. At the same time, you sustain an equal number of hit points in necrotic damage and your hit point maximum also decreases by that number. This damage cannot be prevented or reduced in any way. Your hit point maximum is restored after you complete a short or long rest.