

# Legionnaire's Guide to Cyrodiil

## Bard Subclasses

The material in this article is intended to showcase the subclasses that will be included in Legionnaire's Guide to Cyrodiil. While they have been reviewed, we are still interested in feedback to be considered before the final editing process.

This document previews two bard subclass options:

**College of Courtesy**, a bard subclass practiced in the art of etiquette.

**College of Divines**, a bard subclass devoted to celebrating the divines.

### College of Courtesy

Diplomats, ambassadors, and negotiators understand the importance of appearances and when words can be more powerful than a sword. Bards of the College of Courtesy use their talents in speechcraft to make connections with virtually anyone. They can speak to royalty with confidence while also blending in with the common rabble, allowing them to gain favor with all manners of people.

#### **Courtly manners**

*3rd-level College of Courtesy feature*

You have been trained in the ways of court to understand the world around you. Starting at 3rd level, you gain advantage on Willpower (Insight) checks to understand cultures, social norms and gain insight in people's agendas.

#### **First Impressions**

*3rd-level College of Courtesy feature*

Also starting from 3rd level, you gain 5 renown with every city or village you visit from now on due to your respectfulness and your undeniable understanding of etiquette. Additionally, you gain proficiency with the Persuasion skill if you don't already have it. Your proficiency bonus is doubled for any attribute check you make that uses that skill.

#### **Battlefield Etiquette**

*6th-level College of Courtesy feature*

At 6th level, you learn how to manipulate the battlefield through the use of militaristic traditions and polite suggestions. As a bonus action, you can expend one of your Bardic Inspiration dice in order to produce one of the following options:

**Parley.** You cast *calm emotions* without expending magicka.

**Duel.** You force a number of hostile creatures up to your Personality attribute modifier (minimum of 1) that can hear and understand you to duel an ally of your choice. Each target must make a Wisdom saving throw equal to your spell save DC. On a failed save, the target has disadvantage on attacks made against any creature that isn't that ally.

**Discipline.** You bestow your allies with temporary hit points equal to your bard level + your spellcasting modifier.

#### **Diplomatic Immunity**

*14th-level College of Courtesy feature*

When you reach 14th level, your reputation will keep hostile humanoids reluctant from attacking you and your allies. If you or one of your allies hasn't attacked yet, an enemy must succeed on a Personality saving throw equal

to your spellcasting save DC to be able to attack you or your allies on that turn.

## **College of Divines**

Gifted in the art of oratory, a Speaker of the Divines devotes themselves to spreading the worship of the Imperial Temple through song, dance, and art. They are given gifts from the patron that smiles upon them the most, who demands little more than respect and praise. Unlike priests and crusaders, these individuals do not necessarily drive their life by every wish, whim, and tenant set by the divines but they accomplish little deeds across Tamriel.

### **Bonus Proficiencies**

*3rd-level College of Divines feature*

When you join the College of Divines at 3rd level, you gain proficiency with the Religion skill. Your proficiency bonus is doubled for any attribute check you make that uses that skill.

### **Speaker of the Divine**

*3rd, 11th, and 17th-level College of Divines feature*

Additionally at 3rd level, you proclaim yourself under a divine, learning a Speaker Prayer for the deity and gaining its benefits, as listed below. You can choose an additional prayer from another deity at 11th level, and again at 17th.

### **Blessing of Music**

*6th-level College of Divines feature*

At 6th level, when a creature uses your Bardic Inspiration they also gain the effects of their choice of the *divine favor* or *heroism* spell. These effects use your spellcasting modifier

and they do not require concentration to maintain them.

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

### **Song of the Divine**

*14th-level College of Divines feature*

At 14th level, you can spend 1 minute to recite a holy ritual. All creatures that are within 30 feet that can hear you become proficient in all saving throws for the next hour or until they take a short or long rest. In addition, a creature who is under this effect can choose to spend 10 minutes meditating on your ritual, ending the effect early to gain the benefits as though they had finished a short rest.

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

### **Speaker Prayers Options**

*3rd-, 11th-, and 17th-level College of Divines feature*

The following speaker prayers are listed in alphabetical order.

**Akatosh.** When you use your bardic inspiration, you can also gain magicka points equal to your Personality modifier. Once you use this feature, you can't use it again until you finish a long rest.

**Arkay.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this feature, you can't use it again until you finish a long rest.

**Dibella.** You gain proficiency in either the Deception, Intimidation, Performance, or Persuasion skill. Your proficiency bonus is doubled for any ability check you make that uses that skill.

**Julianos.** When you make an ability check that would normally use Intelligence or Willpower, you can add your Personality

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

***Kynareth.*** You can communicate with beasts and plants as if they shared a language with you.

***Mara.*** When you use a spell that restores hit points, it heals for an additional 1d6 hit points and it can cure one disease from the target. Once you use this feature, you can't use it again until you finish a short or long rest.

***Stendarr.*** As an action, you expend one Bardic Inspiration die and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Willpower saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

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

***Talos.*** When you hit a creature with a weapon attack, you can force that creature to make a DC 15 Strength saving throw. On a failed save, the creature is pushed back 20 feet and takes an additional 2d6 bludgeoning damage. Once you use this feature, you can not use it again until finishing a short or long rest.

***Zenithar.*** You gain proficiency with your choice of two tools: calligrapher's supplies, carpenter's tools, jeweler's tools, leatherworker's tools, mason's tools, painter's supplies, smith's tools, tinker's tools, or woodcarver's tools.