

# SKALD

Skalds, also known as Poets of Bragi, are revered among Vikings for their ability to inspire and uplift their fellow warriors through the power of verse. These skilled bards of valor are often found in mead halls, regaling listeners with firsthand accounts of the heroic deeds of mighty warriors, both past and present. They drink the Mead of Poetry and are seen as the guardians of Viking history and tradition, using their powerful words to pass down knowledge and wisdom from one generation to the next. Many Skalds also held a special connection to the night owl totem, known for its wisdom and fierce warrior spirit. Through their words and their deeds, the Skalds serve as a source of inspiration and courage for their people, helping to forge a proud and powerful Viking legacy.

## CLASS ARCHETYPE: BARD

Races: Human, Dwarf (Dvergr), Goliath (Jötunn)

### Example Classes

Human Bard, College of Valor



## BARD COLLEGE - COLLEGE OF BRAGI

*Skalds, also known as Poets of Bragi, are revered among Vikings for their ability to inspire and uplift their fellow warriors through the power of verse. As a Skald of this college, you carry on this proud tradition, using your powerful words to bolster your allies and strike fear into the hearts of your enemies.*

### Skald Verses

The Skald of the College of Bragi has a list of spells—its Rune spells—that you gain at the levels noted in the Rune. Once you gain a Rune spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

### 3rd Level: Mead of Poetry

When you join the College of the Skald at 3rd level, you gain the ability to brew a special mead infused with your bardic magic. As part of a long rest, you can brew a single flask of Mead of Poetry. A creature can drink this Boðn mead as an action, gaining one of the following benefits of your choice:

- The creature gains temporary hit points equal to your bard level + your Charisma modifier.
- The creature gains advantage on all Charisma-based ability checks and saving throws for 1 hour.
- The creature gains a bonus to its next ability check or attack roll equal to your Charisma modifier.

Once a creature benefits from the Mead of Poetry, it can't benefit from it again until it finishes a long rest.

### 3rd Level: Skald's Inspiration

Also at 3rd level, your inspiring words can stir your allies to even greater heights of valor. When a creature within 60 feet of you that can hear you gains temporary hit points from your Bardic Inspiration, you can use your reaction to grant the creature additional temporary hit points equal to your Charisma modifier.

### 6th Level: Owl's Wisdom

Starting at 6th level, you gain a special connection to the night owl totem, known for its wisdom and fierce warrior spirit. As a bonus action, you can call upon the night owl's guidance, gaining the following benefits for 10 minutes:

- You have advantage on Wisdom (Perception) checks that rely on sight or hearing.
- Your walking speed increases by 10 feet.
- You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

### 14th Level: Verse of Valor

At 14th level, your powerful words can inspire heroic feats in your allies. As an action, you can expend one use of your Bardic Inspiration to recite a Verse of Valor. Choose a number of friendly creatures within 60 feet of you, up to your Charisma modifier (minimum of one). Each target gains one of the following benefits of your choice, which lasts until the end of your next turn:

- The target's speed increases by 10 feet and it gains advantage on Dexterity saving throws.
- The target gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

When the target hits with a weapon attack, it deals an additional 1d6 damage of the weapon's type.

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

## CANTRIP: BRAGI'S VERSE (ANSUZ)

F

CASTING TIME 1 Action  
RANGE/AREA 60 ft  
COMPONENTS V, S  
DURATION Instantaneous  
SCHOOL Enchantment  
ATTACK/SAVE WIS Save  
DAMAGE/EFFECT Debuff

You recite a powerful verse, compelling a creature within range to make a Wisdom saving throw or be unable to take reactions until the start of its next turn.

## LEVEL 1ST: SKALD'S STRATEGY (WUNJO)

P

CASTING TIME 1 Bonus Action  
RANGE/AREA 60 ft  
COMPONENTS V  
DURATION 10 minutes  
SCHOOL Enchantment  
ATTACK/SAVE None  
DAMAGE/EFFECT Buff

You inspire a creature within range. Once within the next 10 minutes, the target can roll a d6 and add the result to one ability check, attack roll, or saving throw it makes.

## LEVEL 1ST: SAGA RECALL (RAIDHO)

R

CASTING TIME 1 Action  
RANGE/AREA Self  
COMPONENTS V, S  
DURATION Instantaneous  
SCHOOL Divination  
ATTACK/SAVE None  
DAMAGE/EFFECT Information

You recall a piece of lore from the sagas. You learn two facts of your choice about any historical event or figure.

## LEVEL 2ND: BRAGI'S TONGUE (GEBD)

X

CASTING TIME 1 Action  
RANGE/AREA Self  
COMPONENTS V, S  
DURATION 1 hour  
SCHOOL Transmutation  
ATTACK/SAVE None  
DAMAGE/EFFECT Utility

Your speech becomes incredibly persuasive. For the duration, you have advantage on Charisma (Persuasion) checks and you can understand, speak, read, and write all languages.

## LEVEL 2ND: POEM OF COURAGE (URUZ)

n

CASTING TIME 1 Action  
RANGE/AREA 30 ft  
COMPONENTS V, S  
DURATION Concentration, up to 1 minute  
SCHOOL Enchantment  
ATTACK/SAVE None  
DAMAGE/EFFECT Buff

You tell a rousing poetic tale that fills your allies with courage. Up to six creatures of your choice within range gain advantage on saving throws against being frightened and gain temporary hit points equal to your Charisma modifier (minimum of 1) at the start of each of their turns.

## LEVEL 3RD: VERSE OF THE VALIANT (THURISAZ)

T

CASTING TIME 1 Action  
RANGE/AREA 60 ft  
COMPONENTS V, S  
DURATION 1 round  
SCHOOL Enchantment  
ATTACK/SAVE WIS Save  
DAMAGE/EFFECT Control

You recite a verse that compels a creature within range to prove its valor. The target must succeed on a Wisdom saving throw or use its next action to make a melee attack against a creature other than itself that you mentally choose.

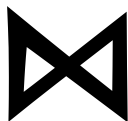
## LEVEL 4TH: SAGA'S WISDOM (PERTHRO)



CASTING TIME 1 Action  
RANGE/AREA Self  
COMPONENTS V, S, M (a vellum scroll)  
DURATION Instantaneous  
SCHOOL Divination  
ATTACK/SAVE None  
DAMAGE/EFFECT Information

You gain insight into a current situation by recalling a similar event from the sagas. Ask the DM a question about a specific goal, event, or activity that is to occur within 7 days. The DM gives you a truthful reply. The reply might be a short phrase, cryptic rhyme, or omen.

## LEVEL 5TH: SONG OF THE EINHERJAR (DAGAZ)



CASTING TIME 1 Action  
RANGE/AREA 30 ft  
COMPONENTS V, S  
DURATION Concentration, up to 1 minute  
SCHOOL Enchantment  
ATTACK/SAVE None  
DAMAGE/EFFECT Buff

You sing a battle hymn of the einherjar, the glorious dead of Valhalla. Up to six creatures of your choice within range gain a +2 bonus to AC, advantage on attack rolls, and extra 1d8 radiant damage on successful attacks.

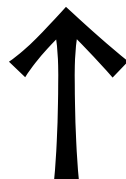
## LEVEL 6TH: BRAGI'S EPIC (EHWAZ)



CASTING TIME 1 Action  
RANGE/AREA Self  
COMPONENTS V, S, M (a quill made from a swan's feather)  
DURATION 1 hour  
SCHOOL Transmutation  
ATTACK/SAVE None  
DAMAGE/EFFECT Utility

You channel the storytelling ability of Bragi, the god of poetry. For the duration, you can flawlessly recount any story or information you have ever heard, and any creature that can understand you finds your words enthralling.

## LEVEL 7TH: VERSE OF THE VALKYRIE (TIWAZ)



CASTING TIME 1 Action  
RANGE/AREA 60 ft  
COMPONENTS V, S  
DURATION Instantaneous  
SCHOOL Conjunction  
ATTACK/SAVE None  
DAMAGE/EFFECT Healing

You recite a powerful verse that calls upon the valkyries' mercy. Choose a creature within range. The target regains hit points equal to 10d8 + your spellcasting ability modifier and ends one disease or condition afflicting it.

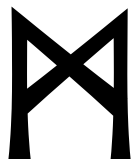
## LEVEL 8TH: SAGA'S REVELATION (ALGIZ)



CASTING TIME 1 Action  
RANGE/AREA Self  
COMPONENTS V, S, M (a runestone)  
DURATION Instantaneous  
SCHOOL Divination  
ATTACK/SAVE None  
DAMAGE/EFFECT Information

Through the wisdom of the sagas, you gain a deep insight into the future. You see a vision of the most likely outcome of a specific course of action that you plan to take within the next 30 minutes.

## LEVEL 9TH: SKALD'S EPIC SAGA (MANNAZ)



CASTING TIME 1 Action  
RANGE/AREA Self  
COMPONENTS V, S  
DURATION 1 minute  
SCHOOL Abjuration  
ATTACK/SAVE None  
DAMAGE/EFFECT Transformation

You perform your masterpiece, affecting all creatures of your choice within range that can hear you. Each target must make a Wisdom saving throw. On a failed save, a target is charmed by you for the duration. While charmed in this way, a creature idolizes you, speaks glowingly of you to anyone who talks to it, and hinders anyone who opposes you.