

BARD SUBCLASS: COLLEGE OF JOURNEYS

Many bards learn of the arcane arts and the skills of the world from books or teachers, but many others learn their way about the world by *making* their way about the world, embarking on wide journeys like the heroes they tell tales of.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency with your choice of Animal Handling, Navigators' Tools, land vehicles, or water vehicles. If you are already proficient with all of these, you gain another tool proficiency of your choice instead.

In addition, your speed increases by 5 feet. When you reach 14th level, this bonus increases to 10 feet.

TRAVELER'S LORE

At 3rd level, your time spent traveling or studying travel magic has broadened your horizons and hastened your pace. You never have to reduce your pace when traveling overland due to encumbrance or terrain, and if you spend your time playing an instrument instead of watching for danger while traveling, you grant other creatures traveling with you advantage on ability checks made to forage, navigate, or track others.

In addition, when your Spellcasting feature lets you learn a bard spell of 1st level or higher, you can select the spell from the following list of spells, in addition to the bard spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a bard spell for you.

COLLEGE OF JOURNEYS SPELLS

Spell Level Spells

1st	<i>Jump, Swoop (new)</i>
2nd	<i>Misty Step</i>
3rd	<i>Blink, Fly</i>
4th	<i>Mordenkainen's Private Sanctum</i>
5th	<i>Far Step (XGE), Passwall</i>
6th	<i>Arcane Gate, Word of Recall</i>
7th	<i>Plane Shift</i>

INSPIRE URGENCY

Also at 3rd level, you learn how to inspire your allies to feats of great speed and agility.

A creature that has a Bardic Inspiration die from you can use a bonus action on their turn to roll that die, Dash, and Disengage. The next time that creature hits with an attack before the end of their turn, the attack deals extra damage equal to half the number rolled on the Bardic Inspiration die. An attack cannot benefit from this extra damage more than once.

WORD OF RECALL FOR NON-DIVINE

Some bards can learn the *word of recall* spell which is normally only available to clerics. The spell describes "a location, such as a temple, dedicated to or strongly linked to your deity." If you are not using divine magic, you must instead use a location that is a home to you, one of comfort and shelter.



FROM THITHER TO YONDER

Starting at 6th level, you can use a bonus action on your turn to transport yourself or one willing creature within 30 feet of you that you can see into position for a surprise strike. You teleport the target up to 30 feet to an unoccupied space that you can see, and it can use its reaction to make one opportunity attack against a creature within its reach.

In addition, when another creature within 30 feet of you that you can see is hit with a melee weapon attack, if the creature is willing, you can use your reaction to teleport the creature up to 30 feet to an unoccupied space that you can see. If the creature teleports in this way, the attacker must reroll the attack and use the new result instead.

You can only use these abilities up to a number of times equal to your Charisma modifier (minimum once). Using either ability consumes a usage. You regain all expended usages when you finish a long rest.

THE PLANAR SHUFFLE

When you reach 14th level, you learn how to dance to a magical tune that enables you to teleport with ease. You can use a bonus action on your turn to activate this ability.

For 1 minute, at the beginning and end of each of your turns, you may choose to instantly teleport up to 10 feet to an unoccupied space you can see. You can bring along objects as long as their weight doesn't exceed what you can carry.

You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you teleport, and must also teleport to an unoccupied space within 5 feet of your destination.

You can only use this ability up to three times. You regain any expended uses of this ability after completing a long rest.