

Path of the Skald

Warrior poets, Skalds serve the barbarian clans as record keepers, poets, heralds, and entertainers. True to their savage roots, none would be respected if they did not know the field of battle, and this includes the Skald as well, who must earn their own honor on the field of battle before any would give their poems any heed.

A skald will often be found serving a lord and chronicling their deeds, or living a life of adventure to immortalize in verse.

Epic Poet

By 3rd level, you have established yourself as a poet, and gained the respect of your countrymen, on the field with a blade, as well as by the fire with words that are just as cutting. You have committed to memory the epics, and are prepared to immortalize the successes, or the failures, of others by word and on paper.

You gain proficiency in the History skill, proficiency with letters and verse, as well as a single music instrument and you are able to urge your allies to great feats of boldness on the field of battle. While you are raging, all of your allies within 30 feet receive your rage bonus to damage when they make melee attacks.

Emboldening Words

At 6th level, you learn to rally your allies, granting them confidence and endurance on the field of battle. Whenever you reduce an enemy creature you deem worthy of calling a foeman to 0 HP, or when you score a critical hit against the target, choose an ally within 30 feet to embolden. They gain temporary HP equal to your charisma bonus plus their total number of hit dice.

Battle Chant

Beginning at 10th level, you may chant in battle, challenging your allies to overcome pain and show courage. Your allies within 30 feet gain advantage on saving throws against Fear Effects, and whenever they would take non-magical bludgeoning, piercing and slashing damage, they take 3 less.

Song of the Valkyries

When you achieve 14th level, you are no stranger to battle, and it is said you are favored by the Valkyries. While you are raging, whenever an ally within 30 feet would be reduced to 0 hp, they are instead reduced to 1 hp. A creature may only be affected by this effect once until they have taken a long rest.