

Bard

Wizard

Art: Midjourney



Melodious Codex

Multiclass Set Items

1/5 PG

Lute of the Lorekeeper

Wondrous item, very rare (requires attunement by an bard/wizard)

This light brown lute is adorned with yellow hues and resonates with a harmony of wizardry and bardic inspiration.

As an action, you can expend a use of your Bardic Inspiration to perform an Arcane Melody on this lute. For the next minute, your Wizard spells and cantrips deal extra damage equal to the number rolled on your Bardic Inspiration die.

Harmonic Robe of the Codex

Wondrous item, very rare (requires attunement by an bard/wizard)

This splendidly woven robe, crafted from bronze-hued threads and adorned with azure embellishments etched on its right side.

When you take damage that would drop your hit points to 0, this robe instantly casts Healing Word without using a spell slot. The spell level equals half your Wizard level (max level 9), restoring hit points using your Wizard spellcasting modifier. If you expend a Bardic Inspiration as a reaction, Healing Word also restores hit points, plus your Bardic Inspiration die, to creatures within 10 feet. The robe regain the ability to trigger it again at dawn.

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Sandals of the Mystic Dance

Wondrous item, legendary (requires attunement by an bard/wizard)

These soft deer-hide sandals is adorned with delicate harmonious runes.

As an action, you can begin an Arcane Dance, tapping these sandals together rhythmically, and expending a spell slot of either the Bard or Wizard class. For the next minute, as long as you continue the dance, your movement speed increases by an additional 5 feet for each level of the spell slot expended, and your Wizard spells of 1st level and higher improve their range by 10 feet for each Bard level you possess.

During your Arcane Dance, whenever you cast a Bard spell of 1st level or higher, you can teleport up to 10 feet per Wizard level to an unoccupied space you can see, the dance unbroken and the rhythm maintained. You regain the ability to activate this at dawn.

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3-Set Bonus: Symphony of the Loreweaver

While in your Arcane Dance, you can choose to cast Bard spells of 1st level and higher without expending a spell slot. However, each time you cast a spell in this way, you must make a Performance check with a DC of 10, which increases by 2 for each spell cast beyond the first. On a failed check, your Arcane Dance ends prematurely, and you gain one level of exhaustion.

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Multiclass Set Items

5/5 PG