



The Complete Bard's Handbook

Blake Mobley

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Thief, musician, clown, actor, acrobat—just a partial list of the many twists on the bard class to be found in this book! Seventeen bard kits, multitudes of abilities and powers, new magical items, new proficiencies, rules for gaining patrons and followers, over 199 bardic instruments, and much more await you within. *The Complete Bard's Handbook* gives you everything you need to create a bard the world will never forget!

The Complete Bard's Handbook Details

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From Reader Review The Complete Bard's Handbook for online ebook

Abraham Ray says

grea dnd book about bards!

Kristen says

I think I would rate this 3.5 stars. Some of it will be useful in the development of my Bard but I think a lot is unnecessary for my use. Perhaps for someone running or involved in a 2e AD&D game it would be of more use.

S.W. Wilcox says

I love AD&D and Bards too, but I didn't find this handbook very helpful. I have a BARD list at Listopia <https://www.goodreads.com/list/show/1...> if someone wants to add/vote this onto it. (I DO have the "Player's Handbook" ed. 1 & 2 there already, because all characters are available in those books to compare, roll-up and sometimes arm with cool spells.)

David says

If you are playing a AD&D 2nd Edition Bard you need to check out this book. I highly recommend it.

Robert says

This is one of the best rule books that TSR put out.

Condensing a great deal of information into a usable format for DM's to have more detailed bards or musical details in a game.

Mike (the Paladin) says

The Bard is one of the most interesting characters in the D&D game. In the first edition of the game the bard was very hard to build (you started with a thief or fighter and built several levels then moved to the other. After this you became a Druid character building you spell casting ability. With the abilities of fighter, thief and spells of a druid they could be (if they survived early development) very nasty. The second edition toned down the character a bit and made him a sort of spell casting thief character. This detracted from the Skald type character, but you could (can if you still play 2nd edition) build one. Or you can try other types of Bard,

actors, swashbucklers etc... that's what this book is to help with.
