

# BARDIC COLLEGES

At 3rd level, a bard gains the Bard College feature. The following College of the Band is available to a bard, in addition to those normally offered.

## COLLEGE OF THE BAND

One bard is powerful. Two bards are thunderous. But what happens when four bards come together? The College of the Band are for those bards who've learned that separate they are great, but together, they are legendary.

### COLLEGE OF THE BAND FEATURES

Bard Level	Feature
3rd	Band Position, Rehearsal Time
6th	The Band That Sticks Together
14th	Solo

### BAND POSITION

When you join the College of the Band at 3rd level, you choose a position within the band: vocals, lead guitar, rhythm guitar, bass, or drums. Your position grants you certain benefits as described below.

**Vocals.** You gain proficiency with a microphone, which acts as your spellcasting focus. On your turn, you can use your action to expend one use of your Bardic Inspiration to cast the *thunderwave* spell without expending a spell slot. You do not have to know the spell in order to use this feature.

When you use this feature to cast the spell, the spell is cast at the highest level you can cast to a maximum of 5th level. For example, at 7th level, you can cast *thunderwave* as a 4th-level spell using this feature.

**Lead Guitar.** You gain proficiency with the guitar, which you can use as your spellcasting focus. On your turn, you can use your action to expend one use of your Bardic Inspiration to play a haunting melody. When you do, choose a number of creatures within 30 feet of you that you can see and that can hear you equal to your Charisma modifier (minimum of one). Until the end of your next turn, each time they cast a spell, their spell save DC increases by 2.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends for a target if it can no longer hear you or you are incapacitated.

This bonus increases when you reach certain levels in this class, increasing to 3 at 5th level, 4 at 10th level, and 5 at 15th level.

**Rhythm Guitar.** You gain proficiency with the guitar, which you can use as your spellcasting focus. On your turn, you can use your action to expend one use of your Bardic Inspiration to maintain the harmony until the end of your next turn. When you do, each creature of your choice within 30 feet of you that can hear you has disadvantage on saving throws against being charmed and frightened.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends for a target if it can no longer hear you or you are incapacitated.

**Bass.** You gain proficiency with the bass guitar, which you can use as your spellcasting focus. On your turn, you can use your action to expend one use of your Bardic Inspiration to drive the rhythm and maintain harmony. When you do, each creature of your choice within 30 feet of you that makes a Constitution or Wisdom saving throw must roll a d4 and subtract the number rolled from their saving throw.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends for a target if it can no longer hear you or you are incapacitated.

**Drums.** You gain proficiency with the drums, which you can use as your spellcasting focus. On your turn, you can use your action to expend one use of Bardic Inspiration to keep the rhythm. Choose a number of creatures that you can see and that can hear you equal to your Charisma modifier (minimum of one). Until the end of your next turn, the selected creatures gain a +1 bonus to their AC and saving throws.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends for a target if it can no longer hear you or you are incapacitated.

This bonus increases when you reach certain levels in this class, increasing to +2 at 5th level, +3 at 10th level, and +4 at 15th level.

### REHEARSAL TIME

Starting at 3rd level, you can temporarily learn new spells from your fellow spellcasters. At the end of a long rest, you can spend 1 minute with another spellcaster. At the end of 1 minute, you learn how to cast one of the spells that the other spellcaster knows. The spell must be of a level that you can cast and it must be a spell on the bard list. Until you start another long rest, you can cast the spell expending one of your spell slots as normal. After you complete another long rest, you forget how to cast the spell and must relearn it.

### THE BAND THAT STICKS TOGETHER

Starting at 6th level, whenever one of your allies within 30 feet that you can see of you takes damage, you can use your reaction to transfer half of the damage to yourself. You can use this feature three times and regain all expended uses after you finish a long rest.

### SOLO

At 14th level, you can use your action to play a mindblowing solo. When you do, choose a spell of 5th level or lower that you can cast, and has a casting time of 1 action. When you cast the spell the range of spell doubles if it has a range of 5 feet or greater, or, if it's a touch spell, it gains a range of 30 feet. Additionally, if the spell deals damage, the spell deals maximum damage, or, if the spell heals hit points, the spell heals maximum hit points.

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