

BARDIC COLLEGES

The way of a bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

COLLEGE OF BANSHEES

It is the calling of some bards to make beautiful music, and the calling of others to make noise. Bards that enlist in the College of Banshees take a keen interest in the art of cacophony and its uses for auditory injury. Using your skills in noise, your 'music' embodies a particular type of performance directed at an audience, rather than for them.

DEAFENING RACKET

Beginning when you choose this college at 3rd level, when you deal damage to one or more creatures with a bard cantrip, you can spend a Bardic Inspiration die as a bonus action to deal additional thunder damage to each creature equal to the amount rolled + your Charisma modifier. Additionally, each creature must make a Constitution saving throw or be deafened for 1 minute.

BOOM RESILIENCE

At 3rd level, you have resistance to 'music' like yours. You have resistance to thunder damage and cannot be deafened.

THUNDEROUS STRIKE

At 6th level, once per turn when you use the Attack action to make a melee attack, you can add 1d8 thunder damage to your attack on a hit.

BANSHEE WAIL

At 14th level, by using an action and expending a Bardic Inspiration die, you can produce a supersonic cry loud enough to tear a man to shreds. Each creature within a 30-foot cone must make a Constitution saving throw. On a failed save, a creature is deafened for 1 minute and takes 8d6 thunder damage or half as much on a successful save.

