

BARDIC COLLEGE

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 DIVINITY

Bards spin great stories and sing legendary songs. Yet some travel not to bring merriment among their audiences, but salvation. Bards that join the College of Divinity swear allegiance to a deity in much the same way a cleric does, dedicating themselves to the cause of evangelism. From that moment on, their stories are those of the gods and their songs are those of the saints. Divine bards seek a better afterlife and a better world, and travel in much the same way as regular bards, but carry a far more uplifting message.

BONUS PROFICIENCIES

When you join the College of Divinity at 3rd level, you gain proficiency with shields and the Religion skill. Also, you can use a holy symbol (found in chapter 5 of the Player's Handbook) as a spellcasting focus.

SACRED SPELLS

Beginning when you enter this college at 3rd level, you gain access to spells normally reserved for clerics and paladins. These divine spells count as bard spells for you but don't count against the number of bard spells you know.

DIVINITY COLLEGE BONUS SPELLS

Spell Level	Spells
1st	<i>bless, sanctuary</i>
2nd	<i>augury, prayer of healing</i>
3rd	<i>daylight, revivify</i>
4th	<i>banishment, divination</i>

DIVINE INSPIRATION

By 3rd level, you've learned how to rouse your allies with sacred visions. As a reaction when an ally that can see or hear you within 60 feet makes an ability check, attack roll, or saving throw, you can use your reaction to give that creature a Bardic Inspiration die, which it can use on that roll immediately.



DIVINE STRIKE

Starting at 6th level, once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d6 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d6.

DIVINE INTERVENTION

By 14th level, you can petition the gods to directly intervene in the affairs of mortals. When a creature you can see within 60 feet rolls a 1 or 20 on an ability check, attack roll, or saving throw, you can expend a Bardic Inspiration die to swap a rolled 20 for a 1, or vice versa. After using this ability, you must complete a short or long rest before using it again.