



## BARD 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 THE MAD GOD

In the middle of the night, you hear the music. Every time, it begins the same way, rising from a low drone into a deafening cacophony. The noise is maddening. In your waking hours, your fingers learn to imitate this melody and bring others to your level of psychosis.

Some attribute the dreadful nightmares to a curse or stress, but you know better. You and others like you are called nightly by the beating of vile drums and the thin monotonous whine of accursed flutes, the sounds of a Mad God who echoes the pandemonium of the universe, and summons you to do something. You know not what.

#### BONUS PROFICIENCIES

When you join the College of the Mad God at 3rd level, you gain proficiency in one skill, which is selected for you by the DM. Each night when you take a long rest, your DM can change this selection.

#### FRENZIED STRINGS

At 3rd level, you can play an insane tune that anguishes creatures that hear it. As an action, choose a creature within 30 feet that you can see. That creature must make a Wisdom saving throw, taking 2d6 psychic damage on a failed save. You can expend a number of Bardic Inspiration dice to increase this damage by the amount rolled. A deafened creature is immune to this effect.

The number of creatures affected by this ability increases to two at 5th level, three at 11th level, and four at 17th level.

#### MAD MELODY

At 6th level, you can expend a bardic inspiration die as an action to decrease all saving throws rolled by creatures within 60 feet of you by the amount rolled until the beginning of your next turn.

#### CACOPHONY

Starting at 14th level, as an action, you can create a droning, deafening noise with your instrument. If a creature is concentrating within 30 feet of you, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration. Additionally, all creatures within 10 feet of you take 5d6 thunder damage. After you use this ability, you must complete a short or a long rest before using it again.