

# College of Aiarum

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*A CHILLING, HORROR-BASED BARD COLLEGE  
FOR THE THRILL AND FRISSON SEEKER*



# CREDITS

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## ON THE COVER

What are you afraid of? Do you even know? She does, and she's willing to reveal it to you and much, much more ... all for the trifling price of admission.

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## College of Alarum

For heaven's sake, don't take your children to an Alarum Bard's performance. This secretive group caters their performance fare to phobophiliacs and horror enthusiasts the world over.

Alarum Bards specialize in discovering their audience's deepest fears and the weave their spellbinder's skills to deepen them into a cold frisson of terrified delight – and freeze their enemies blood in their veins.



### DARK WHISPERS

As a disciple of the College of Alarum, you learn to probe victims minds to uncover their greatest fears. Starting at level 3<sup>rd</sup>, you gain proficiency in the intimidation skill and can speak telepathically to any creature you can see within 60 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand a language. When speaking telepathically to a creature, you have advantage on intimidation rolls against them.

### SEMBLANCE OF HORROR

When you join this college, you gain the ability to don a illusory mask that takes on the appearance of whatever any creature within 20 feet of you finds most disquiting – with a different appearance for each creature. For one minute, you may use a bonus action on each of you turns to force a creature within range to make a saving throw against your spell DC, which they make with disadvantage if they are intimidated by you. on a failed save, they become frightened of you. You may also force the save by touching a creature or hitting it with an attack. Creatures frightened by this effect may make a wisdom saving roll against your spell DC at the end of each of their turns

to end the effect, but roll with disadvantage if they can see you. If at any stage they roll a successful save, they are immune to this fear effect for 24 hours. You may choose specific creatures that are unaffected by this ability. While in this guise, you automatically fail all animal handling, and persuasion checks but have advantage on intimidation and performance checks.

### DEEPENING DREAD

Starting at level 6, you not only sense, but can shape and nurture a creature's fear. As a bonus action, you can force a creature that is afraid of you to make a wisdom saving roll against your spell DC. On a failed save, you can deepen their fear into one of the following conditions. They may make a wisdom saving roll at the end of each of their turns to end the effect, but roll with disadvantage if you are in line of sight.

**Paranoia:** The creature develops the paranoid delusion that all creatures it can see are conspiring against it. At the beginning of its turn, it takes 1d6 psychic damage for each creature within 5 feet of it.

**Phobia:** You implant the fear of something deep into the mind of your victim. If they fail



the initial save, for the 48 hours, whenever they are confronted with the thing, they must make a wisdom save against your spell DC or become frightened of it. If you do this to the target 7 days in succession, the phobia becomes permanent.

**Psychosis:** The creature's fear bubbles into an unreasoning rage, causing it to lash out at random. On each of its turns, it uses its bonus action to make an attack at a random creature in range if it is able. It is compelled to make any opportunity attack that are possible.

**Mental Paralysis:** Fear and doubt cloud the creature's ability to make decisions. They cannot use their reaction, can only make one attack on their turn, may only take an action or a bonus action, not both, and have a 10% chance of doing nothing on their turn but move.

**Hallucination:** The creature suffers vivid hallucinations and has difficulty telling what is real. They must make a DC 14 perception check against other creatures to make sure they are real before they can target them in any way.

**Cowering:** The creature falls prone and its movement is reduced to 0 while it remains frightened.

**Burden of Existence:** Every time the creature fails a wisdom check to end the frightened condition, it gains one level of exhaustion. If it succeeds in ending the frightened condition on itself, all levels of exhaustion gained this way are removed.

## SOMETHING WICKED

Staring at level 14, your Semblance of Horror grows in power. The range extends to 30 feet, and any creature that moves into the area of effect or ends its turn their must make a wisdom save against your spell DC or take 2d6 psychic damage. Any creature that is frightened of you automatically takes this damage every turn until they are no longer frightened.

