

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 BARTENDING

Purveyors of the liquid arts and inspirers of the liver, bartenders lend a sympathetic ear and a full glass to those in need of such things. All bartenders are center points of the community and most are incorrigible gossips, offering rumors and information to any adventurers willing to buy a drink, but a rare few seek to elevate drinkmaking to an artform. Such bards create concoctions that are strong and sweet, bitter and bold, and all things in between. Expert bartenders are masters of mixology and connoisseurs of everything alcoholic.

RUMORIST

By the time you choose this college at 3rd level, your years around taverns have taught you how to pick up the interesting tidbits that come down the grapevine. You have advantage on any ability check you make to hear news, rumors, and gossip.

INSPIRATIONAL DRINK

Also at 3rd level, you gain proficiency in brewer's supplies.

Additionally, you can use your bonus action to whip up a delicious cocktail, expending a Bardic Inspiration die and investing it in the drink. Any creature can consume the drink as a bonus action to gain the Bardic Inspiration die, which is lost if they do not use it before the end of their turn. Bardic Inspiration dice invested in drinks do not recover when you take a short or long rest as expended dice do, unless the drink is consumed first. Drinks retain their potency for 24 hours, after which time they become watered down and lose their invested Bardic Inspiration dice.

FRIENDLY FACE

At 6th level, your relatable demeanor makes it hard for anyone to dislike you. When you are attacked by a humanoid creature that has not been attacked by you or affected by a spell you cast, the creature must make a Wisdom saving throw, opposed by your spell save DC. On a failed save, the humanoid instead chooses to attack a different target within its reach or range. If there is no other target, this attack misses. A creature that succeeds on this saving throw is immune to this effect for 24 hours.

HAIR OF THE DOG

Starting at 14th level, whenever a creature consumes one of your Inspirational Drinks and spends the Bardic Inspiration die on a roll, they gain temporary hit points equal to the total of the roll, which last for 1 minute.

