

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 ILLUMINATION

Bards of the College of Illumination devote themselves to the idea of bringing light and music even to the darkest corners of the world. Some say that the college started hundreds of your ago when a celestial taught the Music of the Heavenly Chorus to a mere human. Others say that the sun god communicated with a humble follower through music, and thus was this college born.

BONUS SPELLS

When you join the College of Illumination at 3rd level, you learn the *dancing lights* and *light* cantrips. You can double the radius of light these cantrip emit when you cast them. Additionally, you learn the following spells:

ILLUMINATION BONUS SPELLS

Spell Level	Spells
1st	<i>faerie fire</i>
2nd	<i>scorching ray</i>
3rd	<i>daylight</i>
4th	<i>wall of fire</i>
5th	<i>scrying</i>



PURIFYING ARIA

At 3rd level, you can spend two Bardic Inspiration dice as an action to use the cleric Turn Undead feature. You use your Charisma modifier instead of your Wisdom modifier to determine your save DC.

CANDLELIGHT

By 6th level, as a bonus action when deal damage to a single creature with a cantrip, you can summon forth the light of a heavenly candle, which lingers around the creature. The next melee attack made against this creature until the start of your next turn has advantage.

LIGHT OF PEACE

Starting at 14th level, you can call upon a heavenly light to heal your allies. When a creature uses one of your Bardic Inspiration dice, it regains hit points equal to your bard level + your Charisma modifier.