

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 BAATOR

Most bards practice endlessly to perfect their craft, taking every opportunity to perform and hone their musical skills. Becoming a musician is a long, arduous road that requires passion, talent, and a great deal of fortune, but not all bards are so diligent. Some seek out a shortcut, no matter what the cost—even if it means their souls.

Striking a deal with a powerful devil (or another sinister power) can confer upon a bard unbelievable musical skills, but usually comes a mortal cost to be extracted at a later date. Few bards walk this infernal path, but those that do invariably gain legendary skill and a meteoric rise to stardom. Other bards label this group of pact-makers the College of Baator: a designation laced with seething jealousy, begrudging respect, and a pious moral judgement that devils should never be trusted.

DEAL WITH A DEVIL

When you reach 3rd level, you make a pact with a fiend (usually a devil), gaining worldly power for the cost of your soul. When you make an ability check relating to musical instruments, you can always use your Charisma for the check, and you add twice your proficiency bonus to the check. Furthermore, you know how to expertly play every song ever written.

Lastly, you learn the *eldritch blast* cantrip, which counts as a bard spell for you.

INFERNAL DUELIST

Also at 3rd level, whenever you make a contested ability check with another creature, you can roll a Bardic Inspiration die and add it to the roll, without expending any uses of that feature.

ELDRITCH INVOCATION

At 6th level, your fiendish patron grants you a magical boon. You can choose one Eldritch Invocation from the warlock class that does not have prerequisites.

At 14th level, you gain an additional invocation, provided you qualify for its prerequisites (you can treat bard levels as if they were warlock levels in this instance).



HELLISH RECOVERY

At 14th level, you can draw additional power from your fiendish ally. You can use your action to recover an expended spell slot of 5th level or lower. Once you use this ability, you can't use it again until you finish a short or long rest.

In addition, you learn the *infernal calling* spell, which counts as a bard spell for you and doesn't count against the number of bard spells you know.