

Archive of Forgotten Lore:

Bard

This is Supplemental Material

Bard College

At 3rd level, you delve into the advanced techniques of a bard college. This is an option written by Odvaskar for that feature:
The College of the Dragon

College of the Dragon

Bards of the College of the Dragon are battle skalds renowned for using the voice of the dragon. They learn to channel the presence and willpower of dragons into words to create devastating magical shouts. From secluded swamps, mountain tops, to flooded coastal caves these draconic skalds travel far and wide in search of elusive dragons to be taught what it means to be a dragon. Not many bards of this college can call themselves masters of the voice of the dragon, for it is dangerous business conversing with a dragon in its lair.

Draconic Skald

3rd-level College of the Dragon feature

When you join the College of the Dragon at 3rd level, you learn how to communicate with dragons and gain combat training to help on your journey to master the voice of the dragon. You can read, write, and speak draconic. In addition, you gain proficiency with medium armor, shields, and martial weapons.

Voice of the Dragon

3rd-level College of the Dragon feature

At 3rd level, you have learned how to infuse your words with draconic willpower. With this power you can shout a word in draconic to temporarily infuse your weapon with the elemental energy of dragons breath. Once per turn, when you hit a creature

weapon attack, you can expend one use of your bardic inspiration to deal an extra 2d6 damage to the target. The damage is based on the draconic word you use when you make the attack from the table below.

Draconic Word Damage Type

Acidum	Acid
Fulgur	Lightning
Frigus	Cold
Ignis	Fire
Venenum	Poison

The damage increases when you certain levels in this class, increasing to 3d6 at 5th level, 5d6 at 10th level, and 8d6 at 15th level.

Chromatic Exclamation

3rd-level College of the Dragon feature

The first steps to mastering the voice of the dragon is to infuse your words with the volatile energy of chromatic dragon's breath. As an action, you can expend one use of your bardic inspiration to exhale a 15 ft. cone or a 5 by 30 ft. line of destructive energy. Each creature in the area of the breath weapon must make a Dexterity saving throw or take a number of dice equal to your proficiency bonus (the type of dice is the same as your bardic inspiration). On a successful save the creature takes half as much damage.

The damage type is based on draconic word you choose from the Chromatic Words table below.

Chromatic Words

Draconic Word	Damage Type
Caeruleum (Blue)	Lightning
Pallidus (White)	Cold
Rubrum (Red)	Fire
Tenebris (black)	Acid
Viridis (Green)	Poison

The size of all breath weapons from this subclass increase when you reach 10th level in this class, increasing to a 30 ft. cone or a 5 by 60 ft. line.

Metallic Utterance

6th-level College of the Dragon feature

You have mastered the destructiveness of chromatic words, but now you must learn how to empower words with the altruism and righteousness of metallic dragons. As an action, you can expend one use of your bardic inspiration to empower a word metallic presence. You exhale a 15 ft. cone or a 5 by 30 ft. line of thunderous sounds. Each creature in the area of the breath weapon must make a saving throw or become under the effect of your breath weapon.

The type of saving throw and effect is based on dragon type you choose from the Metallic Presence table below.

Metallic Words

Draconic Word	Saving Throw and Effect
Aereus (Bronze)	Strength saving throw or the creature is pushed 20 feet away from you.
Aeris (Brass)	Constitution saving throw or the creature falls asleep until the end of its next turn or until it takes damage
Aurum (Gold)	Strength saving throw or the creature has disadvantage on strength-based attacks until the end of its next turn.
Argenti (Silver)	Constitution saving throw or the creature becomes incapacitated until the end of their next turn.
Cuprum (Copper)	Constitution saving throw or the creature can't take reactions and its speed is halved until the end of its next turn.

Crystalline Inflection

14th-level College of the Dragon feature

Your grasp over the voice of the dragon is unmatched but you can't call yourself a master until you can empower your words the reclusive and self-centered presence of gem dragons. As an action, you can expend one use of your bardic inspiration to empower a word with crystalline presence. Each creature in the area of the breath weapon must make a saving throw or take a number of dice equal to your proficiency bonus (the type of dice is the same as your bardic inspiration) and become under the effect of the breath weapon. On a successful save the creature takes half as much damage.

The damage type, saving throw, and effect is based on draconic word you choose from the Crystalline Words table below.

Crystalline Words

Draconic Word	Damage Type	Saving Throw and Effect
Amethystus (Amethyst)	Force	Strength saving throw or the creature has its speed become 0 until the end of its next turn.
Crystallo (Crystal)	Radiant	Constitution saving throw or the creature becomes blind till the end of its next turn.
Sapphirus (Sapphire)	Thunder	Constitution saving throw or the creature becomes incapacitated until the end of its next turn.
Smaragdus (Emerald)	Psychic	Intelligence saving throw or the creature must subtract 1d6 from its attacks and ability checks until the end of its next turn.
Topaz (Topaz)	Necrotic	Constitution saving throw or the creature's weapon attacks that rely on strength deal half damage.