



# BARD COLLEGES



**HOMEBREW**

Seven new Colleges for the Bard Class  
in the World's Greatest Roleplaying Game



## BARD COLLEGE

At 3rd level, a bard gains the Bard College feature. The following options are available to a bard, in addition to those offered in the *Player's Handbook*: the Colleges of Drama, Eulogies, Fools, Leadership, Radiance, Revelry, and the Wild.

### THE COLLEGE OF DRAMA

Long have the performing arts been a favorite pastime of nobles and peasants alike. Actors and thespians perform stories that while fictional, reveal great truths about life, death, and the struggles in between. The Muse, the ancient spirit of inspiration, moves the hearts of actors, great and small, to give their all while performing for others.

#### COLLEGE OF DRAMA FEATURES

##### Bard Level Feature

3rd	Channel the Muse, Thespian's Proficiencies
6th	Soliloquy
14th	Final Curtain

#### CHANNEL THE MUSE

When you join the College of Drama at 3rd level, you can channel the Muse to magically manifest two different masks. One, a laughing mask of comedy, the other, a weeping mask of tragedy. At the end of a long rest, you choose which mask you wish to manifest, gaining abilities based on your choice.

**Mask of Comedy.** You use your talent for the dramatic to inspire your allies in combat. As a reaction, when a friendly creature within 30 feet is forced to make a saving throw, you can expend a use of your bardic inspiration. Roll your bardic inspiration die and add the result to the saving throw.

**Mask of Tragedy.** Your flair for the tragic allows you to use your abilities to bring sorrow to your foes. As a reaction, when an enemy creature within 30 feet is forced to make a saving throw, you can expend a use of your bardic inspiration to detract from their result. Roll your bardic inspiration die and subtract the result from the creature's saving throw.

#### THESPIAN'S PROFICIENCIES

Starting at 3rd level, you gain the skills necessary to dazzle and impress an audience from the stage. You gain proficiency with the Performance skill and the with disguise kits.

In addition, while you are wearing a disguise, you have advantage on any Charisma (Performance) checks you make.

#### SOLILOQUY

Your ability to deliver impassioned performances empowers your Countercharm. Starting at 6th level, your Countercharm gains additional effects, based on the mask you are wearing:

**Mask of Comedy.** The sound of your Countercharm inspires great deeds. Creatures of your choice that can hear your Countercharm gain temporary hit points equal to your Charisma modifier (minimum of 1) at the start of each of their turns. In addition, they can add 1d4 to any ability checks or attack rolls they make while they hear your Countercharm.

**Mask of Tragedy.** Your Countercharm undermines your enemies' resolve. Hostile creatures within 30 feet that can hear your Countercharm have disadvantage on saving throws to resist being charmed or frightened, and they must subtract 1d4 from any ability checks or attack rolls they make.

#### FINAL CURTAIN

The Muse grants you the ability to enthrall death itself, if only for a short while. Upon reaching 14th level, your masks gain the following features while you are wearing them:

**Mask of Comedy.** You can bring allies back from the brink of death. As a reaction, when a creature you can see within 30 feet makes a death saving throw, you can expend one of your bardic inspiration to make a Charisma (Performance) check, substituting the result of your roll for their death saving throw. If the result is 20 or greater, the creature immediately regains hit points equal to your bard level.

**Mask of Tragedy.** You can bargain with death for more time. As a reaction, when you would fall to 0 hit points, you can expend a use of your bardic inspiration to make a Charisma (Performance) check. If the result of your check is a 20 or greater, you fall to 1 hit point instead of 0.





## THE COLLEGE OF EULOGIES

Bards are masters of eliciting all types of emotion. They use their musical magic to make audiences feel longing for places they have never been and love for people long dead. Those who join the College of Eulogies have a fondness for the more negative emotions; grief, sorrow, and horror. They take their name from the speeches typically delivered in memory of the deceased, for they see themselves as bringers of death.

Combined with a talent for necromancy, Eulogy bards wield the powers of fear and despair to strike unimaginable fear in the hearts of those who stand against them.

### COLLEGE OF EULOGIES FEATURES

Bard Level	Feature
3rd	Bardic Dirge, Lament for the Dead
6th	Sorrow Incarnate
14th	Infectious Despair

### BARDIC DIRGE

You have mastered the melancholic magic of negative emotions, and wield them to inflict curses on your foes. Starting at 3rd level, when a creature within 60 feet, who can hear you, makes an attack roll, ability check, or saving throw, you can use your reaction to expend a use of your bardic inspiration to impose disadvantage on the creature's roll.

### LAMENT FOR THE DEAD

When you join the College of Eulogies, you are trained in the magic associated with death. At 3rd level, you learn the *toll the dead* cantrip. It counts as a bard spell for you, but it doesn't count against your number of Cantrips Known.

In addition, whenever you make an ability check to recall knowledge about rituals related to death, undead creatures, or the magic of necromancy, you have advantage on the roll.

### SORROW INCARNATE

You can draw the negative emotions from planes of darkness and despair and give them physical form. At 6th level, you learn the *summon shadowspawn* spell. It counts as a bard spell for you, but doesn't count against your total number of Spells Known. As an action, you can expend a use of your bardic inspiration to cast *summon shadowspawn* as a 3rd-level spell, without expending a spell slot or material components. When cast in this way, the spell does not require concentration for you. However, you can only have one shadowspawn summoned at a time. Casting the spell again causes previous shadowspawn to immediately disappear.

As your bardic inspiration die increases in size, the level at which you cast *summon shadowspawn* with this feature increases as well: d10 (4th-level), and d12 (5th-level).

### INFECTIOUS DESPAIR

The sadness and despair that you inflict upon your enemies cloys to them until it exacts its toll. Beginning at 14th level, when you use your Bardic Dirge reaction on a creature, and that creature succeeds on its roll despite the disadvantage, they have disadvantage on the next attack roll, ability check, or saving throw they make as well.

Regardless of the outcome of the second roll, this feature ends after their next attack roll, ability check, or saving throw.

### SUMMON SHADOWSPAWN

*Summon shadowspawn* is a spell included in the supplement *Tasaha's Cauldron of Everything*. If your table doesn't have access to, or chooses not to use the optional spells from this book, replace *summon shadowspawn* with the *animate dead* spell for your 6th level Sorrow Incarnate feature.



## COLLEGE OF FOOLS

Bards of the College of Fools use lowbrow stories, daring acrobatics, and cutting jokes to entertain audiences, ranging from the crowds in a tavern to the nobles of a royal court. Where other bards seek forgotten lore or tales of epic bravery, fools ferret out embarrassing and hilarious stories of all kinds. Whether telling the tale of a stable hand's affair with a duchess or a mocking satire of a paladin's innocence, a fool never lets social decorum get in the way of truth.

Fools adventure to undermine the plans of the powerful and arrogant. Among bards, fools are unmatched acrobats, and their ability to tumble, dodge, leap, and climb makes them slippery opponents in battle.

### COLLEGE OF FOOLS FEATURES

Bard Level	Feature
3rd	Satirical Theatrics, Tumbling Fool
6th	Sharp Tongue, Sharper Wit
14th	Fools Luck

#### SATIRICAL THEATRICS

When you adopt the College of Fools at 3rd level, you gain the skills necessary to pass as a bumbling nincompoop. You gain proficiency in the Acrobatics and Slight of Hand skills. If you are already proficient in either of these skills you instead gain proficiency with Deception or thieves' tools.

In addition, when you make a Dexterity (Acrobatics) or Dexterity (Sleight of Hand) check, you gain a bonus to your roll equal to a roll of your bardic inspiration die.

#### TUMBLING FOOL

Your training allows you to move about in strange and bizarrely entertaining ways. Starting at 3rd level, you can take the Dash action as a bonus action on your turn. When you take the Dash action, you gain the following benefits, which last until the end of your current turn:

- Opportunity attacks against you are made at disadvantage.
- You gain a climbing speed equal to your movement speed.
- You reduce any falling damage you take by an amount equal to your bard level + your Charisma modifier.

#### SHARP TONGUE

At 6th level you learn the *vicious mockery* cantrip, but it doesn't count against your total number of Cantrips Known. If you already know *vicious mockery* you learn another cantrip of your choice from the bard spell list. When you damage a creature with *vicious mockery*, you add your Charisma modifier to the result of the damage roll.

#### SHARPER WIT

Starting at 6th level, when a creature that you can see targets you with a weapon or spell attack, you can use your reaction to cast *vicious mockery* targeting the attacker. If the attacker fails their saving throw, they must choose another target within range of their attack. If there are no other creatures in range then their weapon or spell attack misses.

You can cast *vicious mockery* as a reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

#### FOOLS LUCK

You have reached the pinnacle of the satirical performing arts. Upon reaching 14th level, you can combine your bardic magic with foolish antics to manipulate luck. When you make an ability check, attack roll, or saving throw with advantage, you can choose to automatically fail in comical fashion.

Once you've used this ability to purposefully fail, you gain 1 charge of Fools Luck. You can have a number of charges of Fools Luck equal to your Charisma modifier (minimum of 1). Any charges of Fools Luck fade at the end of each long rest.

When a creature within 30 feet that can hear you, makes an attack roll, ability check, or saving throw, you can use your Reaction to expend a charge of Fools Luck and impose advantage or disadvantage (your choice) on the roll.

#### UA: COLLEGE OF SATIRE

The College of Fools is based on an old Unearthed Arcana subclass for the bard, the [College of Satire](#). The College of Fools, presented here, has been updated both thematically and mechanically to be in line with the officially published Bard Colleges.





## COLLEGE OF LEADERSHIP

Bards of the College of Leadership are commanders who lead with force of personality. Rather than use their abilities to empower themselves, they focus on coordination. For some, their days of gallant heroism are behind them and it is time to teach the next generation. For others, they lead their soldiers from the front lines, issuing orders and swinging their sword in tandem.

### COLLEGE OF LEADERSHIP FEATURES

#### Bard Level Feature

3rd	Inspiring Command, Officer's Proficiencies
6th	Gallant Leadership
14th	Emboldening Orders

#### INSPIRING COMMAND

Starting at 3rd level, you can use your action to expend a use of your bardic inspiration and issue one of the following Orders to a creature within 60 feet that can hear you:

**Attack Order.** Your Order emboldens an ally to take the offensive. The next time the creature targeted by this Order takes the Attack action before the start of your next turn, they can make one additional weapon attack as part of that action.

**Defensive Order.** Your Order motivates an ally to better protect themselves. Until the start of your next turn, the creature targeted by this Order gains a bonus to their Armor Class equal to a roll of your bardic inspiration die.

**Rallying Order.** Your Order provides strategic insight to an ally moving about the battlefield. A creature targeted by this Order can use their reaction to immediately move up to their full movement speed without provoking opportunity attacks.

**Steadfast Order.** Your Order inspires creatures to stand their ground and give no quarter. A creature targeted by this Order can add a roll of your bardic inspiration die to any Strength or Constitution checks or saving throws they make before the start of your next turn.

#### OFFICER'S PROFICIENCIES

Upon joining the College of Leadership at 3rd level, you train your physical body for battle and hone the strategic instincts of your mind. You gain proficiency with medium armor and all martial weapons that lack the heavy property.

In addition, you gain proficiency with two gaming sets of your choice, and you can add double your proficiency bonus to any ability check that uses these proficiencies.

#### GALLANT LEADERSHIP

You have learned to seamlessly fight with your allies on the field of battle while still issuing potent orders. Beginning at 6th level, when you use your action to issue an Order, you can make one weapon attack as a bonus action on that turn.

#### EMBOLDENING ORDERS

Your allies have come to trust your tactical instincts and are emboldened by your presence on the battlefield. Upon reaching 14th level, when you target a creature with one of your Orders, they gain temporary hit points equal to your Charisma modifier (minimum of 1).

#### WARLORDS, TACTICIANS, & COMMANDERS

The archetype of the commander is one that is hard to realize with the current official content for 5e. The College of Leadership is meant to fulfill the niche of a charismatic and inspiring commander.

If the idea of a non-magical, intelligence-based commander is appealing to you, check out the Tactician subclass for my free to play [Savant class](#). The Savant is a non-magical, intelligence-based, class that uses wit to inspire allies and thwart foes.





## COLLEGE OF RADIANCE

Worship takes on many forms across the realms; the quiet contemplation of the monastic hermit, the insightful guidance of the temple priest, the resolute dedication of the faith-filled zealot, and the impassioned preacher spreading the lessons of their faith across the land with word and song.

Bards of the College of Piety are devout preachers of the divine, and all their performances sing the praise of their god. For good or ill, these bards use the power of their voice to impose the will of their god, and inspire devotion in mortals.

### COLLEGE OF RADIANCE FEATURES

#### Bard Level Feature

3rd	Divine Revelation, Words of Healing
6th	Chorus of the Divine
14th	Beatific Vision

### DIVINE REVELATION

Upon joining the College of Radiance at 3rd level, you dedicate yourself to the service of your god. Choose a Divine Domain from the cleric class that best represents the god you serve. Your link to the divine allows you to learn spells from that Domain and spells associated with the cleric class.

When you learn a bard spell, you can choose the new spell from your Divine Domain's list of Spells, the cleric spell list, or the bard spell list. You must obey all the restrictions for selecting the spell, and it becomes a bard spell for you.

In addition, you gain proficiency in the Religion skill, and you can add double your proficiency bonus to any Religion checks you make related to your god and their teachings.

### WORDS OF HEALING

Starting at 3rd level, the god you serve empowers your healing abilities. When you cast a spell of 1st-level or higher that restores hit points to a creature, they regain additional hit points equal to your Charisma modifier (minimum of 1).

### CHORUS OF THE DIVINE

Your faith empowers your magic. Beginning at 6th level, when you use your Countercharm feature, you can expend a use of bardic inspiration to empower it with one of the following heavenly effects:

**Guidance.** Friendly creatures under the effect of your Countercharm gain a bonus equal to your Charisma modifier (minimum of 1) to the first ability check, attack roll, or saving throw they make before the beginning of your next turn.

**Judgement.** Creatures of your choice within 30 feet that can hear you must make a Wisdom saving throw. On a failed save, they are frightened of you until the start of your next turn. If a creature's saving throw is successful, or the effect ends for it, it is immune to this effect for the next 24 hours.

**Protection.** Friendly creatures of your choice under the effect of your Countercharm resist necrotic and radiant damage, and their maximum hit points can't be reduced.

**Restoration.** When you begin your Countercharm, roll your bardic inspiration die. As part of the same action you can distribute temporary hit points equal to the amount you rolled on the bardic inspiration die to creatures of your choice under the effect of your Countercharm.

### BEATIFIC VISION

Upon reaching 14th level, your connection to the divine is so strong that you can allow the power of your deity to shine forth from you, causing your enemies to falter. When you cast a spell of 1st-level or higher that forces a creature to make a saving throw, you can expend a use of your bardic inspiration to impose disadvantage on one target's saving throw.

You can expend additional bardic inspiration as part of the same action you used to cast the spell, imposing disadvantage on one additional creature's saving throw for each bardic inspiration you expend.



## THE COLLEGE OF REVELRY

Some bards have a way of becoming the center of attention wherever they go. They enjoy the after parties more than their performances, and it is rare that they turn down an invitation for a good time. From formal of banquets of royalty to the harvest celebrations of small farming towns, Revelry bards live for parties and hedonistic gatherings of all kinds.

### COLLEGE OF REVELRY FEATURES

#### Bard Level Feature

3rd	Charming Presence, Depraved Enchantments
6th	Stirring Performance
14th	Hedonistic Trance

#### CHARMING PRESENCE

Upon joining the College of Revelry at 3rd level, your natural charisma makes other people uniquely comfortable around you. You gain proficiency in the Persuasion skill. If you are already proficient in Persuasion you instead gain proficiency in your choice of Deception, Performance, or Sleight of Hand.

If you are currently carousing with a creature, you have advantage on any Deception, Performance, Persuasion, or Sleight of Hand checks you make directed at that creature. For the purposes of this feature, carousing could be any of the following activities: drinking, dancing, feasting, partying, gambling, or any other activity that lowers inhibitions.

#### DEPRAVED ENCHANTMENTS

Starting at 3rd level, your words drip with debilitating pleasure and weaken the mental resolve of your foes. When you cast an enchantment spell of 1st-level or higher, that has a verbal component, you can expend a use of your bardic inspiration to impose disadvantage on the saving throw.

#### STIRRING PERFORMANCE

Your presence during rests enlivens your allies and assuages their worries. Beginning at 6th level, creatures that benefit from your Song of Rest feature regain additional hit points equal to your Charisma modifier (minimum of 1).

In addition, creatures that benefit from your Song of Rest feature have advantage on the first ability check, attack roll, or saving throw they make following the end of the short rest.

#### HEDONISTIC TRANCE

Upon reaching 14th level, your words can send creatures into a state of ecstasy. As an action, you can expend a use of your bardic inspiration and force a creature that can hear you within 30 feet to make a Wisdom saving throw. On a failed save, the creature is stunned for one minute. If the creature takes damage, they may immediately repeat the saving throw, ending the effect on a success. If the creature's saving throw is successful, or the effect ends for it, it is immune to the effects of your Hedonistic Trance for the next 24 hours.

While stunned, the creature is in a state of pure ecstasy of your creation. It could be a drunken stupor, uncontrollable laughter, sensual hallucinations, or overwhelming pleasure.

When you use this feature, you can choose to expend an additional use of your bardic inspiration to give the creature disadvantage on their initial saving throw.





## THE COLLEGE OF THE WILDS

While most bards focus their performative magic on enchanting fellow humanoids, some look to enthrall the creatures of the natural world. Often more at home in nature than on the stage, bards who join the College of the Wilds feel a special kinship with beasts of all kinds. They use their enchanting music to soothe even the most savage of beasts.

Members of the College of the Wilds are often more comfortable with animals than with their own kind. What drives your mystical friendship with the beasts of the wild?

### COLLEGE OF THE WILDS FEATURES

#### Bard Level Feature

3rd	Friend of Nature, Wild Proficiencies
6th	Bestial Inspiration
14th	Soothe the Savage

#### FRIEND OF NATURE

You have forged a special kinship with nature, allowing you to charm the creatures of the wilds. Starting at 3rd level, when you cast an enchantment spell that normally can target only humanoid creatures, you can target beasts as well.

In addition, you learn the *summon beast* spell. It counts as a bard spell for you, but it doesn't count against your total number of Spells Known. As an action, you can expend a use of your bardic inspiration to cast *summon beast* as a 2nd-level spell, without expending a spell slot or material components. When cast in this way, the spell does not require concentration for you. However, you can only have one beast summoned at a time. Casting the spell again causes previous beasts to immediately disappear.

As your bardic inspiration die increases in size, the level at which you cast *summon beast* with this feature increases as well: d8 (3rd-level), d10 (4th-level), and d12 (5th-level).

#### WILD PROFICIENCIES

When you join this College at 3rd level, you gain the skills to charm and subdue animals of all kinds. You gain proficiency in the Animal Handling and Performance skills, and Animal Handling becomes a Charisma-based skill for you.

#### BESTIAL INSPIRATION

Beginning at 6th level, in place of granting a creature the normal bardic inspiration effects, you can grant them one of the bestial abilities detailed below. These bestial abilities last for one hour, and only end early if the creature chooses to end the effect as a free action, or they are incapacitated.

**Flight of the Squirrel.** The creature becomes lightweight and grows fins. When they fall, they can subtract up to 30 feet from their fall when calculating fall damage, and they can move horizontally 2 feet for every 1 foot they fall.

**Grip of the Monkey.** The creature gains the ability to grip almost any surface. They gain a 30 foot climbing speed.

**Speed of the Deer.** The creature's legs grow and their pace quickens. Their movement speed increases by 15 feet.

**Swiftmess of the Dolphin.** The creature grows webbing between their digits. They gain a 30 foot swimming speed.

#### SOOTHE THE SAVAGE

Your mastery over music and intimate knowledge of wild beasts allows you to soothe any beast, no matter how savage they are. Your Friend of Nature feature now allows you to target monstrosities, as well as beasts, with enchantment spells that can normally only target humanoids.

In addition, you learn the *dominate beast* spell. It counts as a bard spell for you, but doesn't count against your total number of Spells Known. You can cast *dominate beast* as a 4th-level spell, without expending a spell slot. Once you cast *dominate beast* in this way, you must finish a short or long rest before you can do so again.







# BARD COLLEGES

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Channel the whimsy and musical might of seven new colleges for the bard class!

*College of Drama*  
*College of Eulogies*  
*College of Fools*  
*College of Leadership*  
*College of Radiance*  
*College of Revelry*  
*College of the Wilds*

*Version 1.0.0*  
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