



Art by Warmtail

College of the Apocalypse

These bards, bestowed with this ability to glimpse into the future are certain of the approach of the End of Times, oftentimes because they are the ones facilitating it, and more rarely, because they are trying to prevent it. One thing is for certain, if you hear their prophetic chants, prepare for the worst, because it is coming.

Voice of the Apocalypse

Starting at 3rd level, you gain proficiency in intimidation or persuasion and can add twice your proficiency bonus to any ability checks made with these skills.

Whispers of Doom

Also at 3rd level, you can give creatures visions of their impending doom. As a bonus action, you can expend one use of your Bardic Inspiration and choose one creature you can see within 60 feet of you to curse. As long as you concentrate on this curse (as you would concentrate on a spell), they must roll the Bardic Inspiration dice each time they make an attack, and subtract the number rolled from their attack roll. At 8th level and 14th you can target one additional creature within range with a single use of this ability, although you need to expend an inspiration dice for each.

Cataclysmic gift

Finally, also at 3rd level, according to which apocalypse you are beckoning, you get new powers. Your physical appearance is altered in accordance to the cataclysm that is to come (translucent skin, inky nails, leafage instead of hair etc...). Choose from one of the options below:

Otherworldly. You can communicate telepathically to creatures that you can see within 60 feet of you, although

they cannot reply in the same manner if they do not possess any form telepathy.

Devouring Light. You gain resistance to radiant damage. If you are already resistant to it from another feature, once per day you can become immune to one instance of radiant damage.

Shadow Tyrant. You have advantage on saving throws against the frightened condition and gain Darkvision out to 60 feet.

Nature's Avenger. You gain proficiency in the nature and survival skills.

Apocalyptic Magic

At 6th level, The apocalypse you beckon expends your powers. Choose one spell from the options given to you below, it can be from the same apocalypse that you chose at 3rd level or a different one. A spell you choose must be of a level you can cast, as shown on the Bard table. The chosen spells count as bard spells for you but do not count against your maximum number of spells known.

Otherworldly. Any spell from the sorcerer spell list.

Devouring Light. Any spell from the cleric spell list.

Shadow Tyrant. Any spell from the warlock spell list.

Nature's Avenger. Any spell from the druid spell list.

You gain the ability to cast this spell once without expending a spell slot. You regain the ability to do so after you complete a long rest.

Summoning the end.

At 14th level, as an action, you gain the ability to summon a part of the apocalypse you've told the world about. Once you've used that ability, you cannot use it again until you complete a long rest. Choose from one of the options below.

The Otherworldly. Each hostile creature in a 60-foot radius centered on you must succeed on a Wisdom saving throw or take 6d6 psychic damage and be stunned until the end of your next turn, or take half as much damage on a success and not be stunned.

Devouring Light. Each hostile creature in a 90-foot cone in front of you must succeed on a Dexterity saving throw or take 8d6 radiant damage and be blinded until the end of your next turn, or take half as much damage on a success and not be blinded.

Shadow Tyrant. Each hostile creature in a 60-foot radius centered on you must succeed on a Charisma saving throw or be banished to the Shadow Realm, before warping back. They take 10d6 necrotic damage, become frightened of you, fall prone and have their movement speed reduced to 0 until the end of your next turn on a failure.

Nature's Avenger. Choose one hostile creature that you can see within 120 feet of you. It must make a Strength saving throw, or become wrapped in vines and thorns that attempt to tear its body. It takes 12d6 slashing damage and is restrained until the start of your next turn on a failure and takes half as much damage and isn't restrained on a success. If a creature is reduced to 0 hit points by this ability, its body is shredded in multiple pieces.