



Art by Tithi Luadthong

## BARD: COLLEGE OF HORROR

*Bards of the College of Horror are remarkably different from all other colleges. They are not the wonderful, cheerful bards that people are used to, but rather they are somber, unsettling creatures. Their influence intimidates people rather than charming them. It's hard to describe a bard of the College of Horror, but when one enters a tavern, the music stops, everyone nervously looks at the newcomer. While they enjoy collecting songs and war stories, they especially revel in the acquisition of scary tales, ghost stories and creepy ballads.*

### SCARY FACADE

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When you join the College of Horror at 3rd level, you gain a feature that is hard to look at, such as deformities or massive scars. You gain proficiency with Intimidation checks.

As a bonus action, you can activate your scary facade, gaining advantage on all Charisma (Intimidation) checks and disadvantage on all Charisma (Persuasion) checks for one minute. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

### LINGERING HORROR

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Also at 3rd level, you learn how to infuse your arcane music with horror. When an ally, that is holding on to one of your Bardic Inspiration dice, deals damage to a creature, they can expend the dice to force the creature to make a Wisdom saving throw against your spell save DC or be frightened of your ally for 1 minute. A frightened creature can repeat this save at the end of each of its turn, ending the effect on a success.

### DREADFUL PERFORMANCE

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At 6th level, you learn to become the center of attention using your supernatural ability to cause fear and anguish. As an action, you can initiate a creepy performance, which can be a particularly spooky story, a disgusting display of body horror or simply an intimidating speech, which attracts the attention of everyone around you until the end of your next turn. Any number of creature you choose within 60 feet must succeed on a Wisdom saving throw against your spell save DC or become paralyzed and frightened for the duration of the display. If an affected creature takes damage before the end of the performance, it is no longer paralyzed (although it stays frightened). A creature that is already frightened has disadvantage on that save. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Once you've used this feature, you can't use it again until you finish a long rest

### EXPLOIT FEAR

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Also at 6th level, you learn to use your opponent's dread. When a frightened creature within 60 feet of you makes a saving throw against a spell you cast, it must roll a d6 and subtract the number rolled from the saving throw.

### MASTER OF TERROR

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Starting at 14th level, you are the embodiment of fear. As part of using your Bardic Inspiration, you can force each creature of your choice that is within 120 feet of you and aware of your presence to make a Wisdom saving throw against your spell save DC or become frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this ability for the next 24 hours. You can use this ability a number of times equal to your Charisma modifier (minimum of once), you can't use it again until you complete a long rest.