

Daemonomicon:

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 Metal

College of Metal

Underneath the flaming skies and across the wastelands of Avernus one thing can be heard... METAL The metal was invented in the hells by devils to bolster their own kin and incite violence against the endless hordes of demons in the Blood War. The first bard to bring metal to material plane was a musician who was said to have been chosen by destiny to survive the countless battles, learn to play metal, fight off its hateful corruption, and challenge the leader of Avernus to a rock off. Many say all of Avernus shock during this legendary duel. In end the bard won, took the archdevils tooth as a trophy, and brought metal for all mortals to enjoy.

Infernal Magic

3rd-level College of Metal feature

When you become part of this college at 3rd, you learn to channel the magic and malice of the Nine Hells through music. You learn to read, write, and speak Infernal, and the *Firebolt* cantrip which counts as a bard cantrip for you. when your spellcasting feature lets you learn or replace a bard spell of 1st level or higher, you can choose the new spell from the warlock spell list or the bard spell list. You must otherwise obey all the restrictions of the spell and it counts as a bard spell for you.

The channeling of this magic slowly corrupts your appearance to resemble that of a devil.

Immolating Power Chords

3rd-level College of Metal feature

At 3rd level, you can play hellish power chords to ignite a creature with the flames of hatred. As a bonus action, you can expend one use of your Bardic inspiration and choose one friendly creature (including yourself) you can see within 60 feet of you. Roll the Bardic Inspiration die. It gains temporary hit points equal to the number rolled. If another creature hits it with a melee attack while it has these hit points, the creature takes fire damage equal to the initial number of temporary hit points it received. Additionally, its speed increases by 5 feet while it has the temporary hit points.

The temporary hit points vanish after 10 minutes.

Hellfire Immolation

6th-level College of Metal feature

Your slowly corrupting soul allows you summon hellfire with your power chords. When you use your Immolating Power Chords feature you can add your Charisma to the number of temporary hit points gained.

Incite Violence

6th-level College of Metal feature

Starting at 6th level, you can use harsh vocals to fill a creature with boiling rancor. As an action, you can expend one use of your Bardic inspiration and choose one creature you can see within 60 feet of you. That creature must make a Wisdom saving throw. On a failed saving throw, the target must use its action to make a weapon attack against a random creature with its reach or range.

Pit of Violent Hatred

14th-level College of Metal feature

You can play a sick guitar solo while screaming to incite a mosh pit of pure hatred and violence. As an action, you can choose a point within 120 feet of you that you can see. Each creature within a 20-foot-radius center on that point must make a Wisdom saving throw. On a failed saving throw, a creature must use its action to make a melee attack against a random creature with its reach. If there is no creature within its reach, the creature starts headbanging and does nothing else on this turn.

Once you use this feature you must finish a long rest before using it again.