

# Bard: College of Horror

Many bards find inspiration in stories of hope and valor, tales of heroes smiting the wicked or the innocent surviving impossible odds. Not so for the College of Horror.

College of Horror bards thrive off tales of terror and despair and relish the chance to share the grimmest of stories, songs, and poems, or, better yet, record them.

Despite their macabre interests and dark methods, College of Horror bards are usually productive members of society, spreading word of dire threats and rallying forces to face them.

## Additional Bard Spells

At the following levels, you learn the following spells. If they are not on the bard spell list, they are nonetheless bard spells for you.

Level	Spells
3rd	Cause Fear, Fog Cloud, Phantasmal Force, Pass Without Trace, Thaumaturgy
5th	Fear, Enemies Abound
7th	Hallucinatory Terrain, Phantasmal Killer
9th	Scrying, Mislead

## Inspire Despair

At 3rd level, when you deal damage to a creature with a weapon or spell, you can expend an inspiration die to overwhelm the creature with a sudden sense of mortality.

The creature must make a Wisdom save against your Spell Save DC or become Frightened of a creature of your choice until the end of your next turn.

## Song of Dread

At 6th level, when you use your countercharm, its range increases to 60ft, and creatures of your choice within that range have disadvantage on saves against being charmed, blinded, or frightened, as well as on Wisdom-based ability checks.

In addition, when you are singing, dancing, speaking, playing music, or otherwise performing, you can choose to have any noise you make be non-directional.

## Song of Hysteria

At 6th level, once per turn, while performing your countercharm, you can choose a creature affected by your Song of Dread. This creature does not benefit from Darkvision or Blindsight until you they get further than 60ft from you, can no longer hear or see you, or you end your performance.

You can use this feature to affect a number of creatures equal to your proficiency bonus. If you try to affect another creature with this feature after you have a number of affected creatures equal to your proficiency bonus, you must choose a creature already affected and end the effect on that creature.

## Song of Terror

At 14th level, any creature affected by your Song of Dread during your performance must make a Wisdom saving throw against your spell save DC. On a failure, they are frightened and can repeat this saving throw every minute. On a success, they are immune to this effect until you finish a long rest.

In addition, those affected by Song of Hysteria lose their immunity to the frightened condition and do not benefit from truesight.