

BARD: COLLEGE OF REVELS



Where the fighting is endless, so too shall the revelry be. Bards who take up the College of Revels learned from Dionysus, the god of wine and revelry, dedicating their every drink and party to his great name. Their joy is neverending, whether it be in peacetime or wartime, for no matter the situation, there is always time for wine. Even on the battlefield, their drunken stupor helps them rush into battle and fight without feeling pain.

These bards adorn themselves not with armor, but with garlands of ivy and grapevines, symbols of their allegiance to Dionysus. They then charge in headfirst while singing of excess and beauty, often distracting and confusing their enemies. As followers of Dionysus, they roam the lands, spreading the divine ecstasy of their patron, turning battlefields into places of celebration, and fighting off anyone who dares stop the party.

🌀🌀🌀🌀 Festive Fortitude 🌀🌀🌀🌀

When you join this college at 3rd level, your hit point maximum increases by 3, and it increases by 1 again whenever you gain a level in this class. In addition, you gain proficiency with medium armor, shields, and martial weapons.

🌀🌀🌀🌀 Revelry's Nectar 🌀🌀🌀🌀

Also at 3rd level, you treat healing as though it were sweet nectar. Whenever you regain hit points, you become overwhelmed by drunken joy. Until the end of your next turn, when you hit with a melee weapon attack, you deal extra damage equal to your proficiency bonus, and all damage you take is reduced by a number equal to your proficiency bonus.

In addition, whenever a creature within 30 feet of you rolls one of your Bardic Inspiration dice, you regain hit points equal to the number rolled.

🌀🌀🌀🌀 Extra Attack 🌀🌀🌀🌀

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

🌀🌀🌀 Dionysian Combatant 🌀🌀🌀

Also at 6th level, your drunken state provides you with unpredictable movement, which you can use to dodge attacks. While you are not wearing heavy armor, you gain a bonus to your AC equal to your Charisma modifier.

🌀🌀🌀 Intoxicating Grapevine 🌀🌀🌀

At 14th level, you can summon a magical grapevine worthy of Dionysus as an action. The grapevine extends in a 30-foot radius around you, moving with you and lasting for 1 minute or until your concentration ends (as if you were concentrating on a spell). During this time, each allied creature that starts its turn in the area regains hit 2d12 hit points at the start of each of its turns, and each hostile creature that starts its turn in the area must succeed on a Strength saving throw against your spell save DC or become restrained until the end of your next turn.

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

