

Archive of Forgotten Lore:

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 Bartending.

College of Bartending

Bards of the College of bartending are, to no surprise, usually bartenders that have been trained in the art of creating alcohol, mixology, and hospitality. These bards learn how to use alchemy to infuse magic into their homebrewed alcohol and how to distill their bardic inspiration into alcohol. Most bards from this college wander the realms in search of alchemical knowledge or for ingredients to make their own signature drink that will bring them fame.

Homebrewer

3rd-level College of Bartending feature

When you join the College of Bartending at 3rd level, you gain proficiency with the Brewer's kit and can use it as a spellcasting focus.

Creating a homebrew requires you to have a brewer's kit on your person and a special ingredient harvested from a creature. The creature type of the ingredient used determines the effect of the homebrew as shown in the Homebrew table. The brewing process takes 8 hours per homebrew and can only brew a number of homebrews equal to your proficiency bonus per long rest. drinking or administering a homebrew requires a bonus action, once consumed the effect of the homebrew lasts for 1 hour. Each created homebrew is equivalent to one dose, and you can store previously made homebrews for later consumption.

A creature is tipsy after consuming a homebrew. If a creature already benefiting from a homebrew consumes another homebrew, they are instantly Poisoned (drunk) for 1 hour and the benefit of the former homebrew is replaced by the latter.

The list below is by no means definitive. Feel free to be creative and create your own homebrews and effects with the help of your DM.

Homebrew

Creature Type	Effect
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Aberration: Abersinthe	Absinthe fermented with slime from an aberration. Grants the consumer immunity to any effect that would sense its emotions and or read its thoughts.
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Beast: Blood Mead	Mead fermented with a drop of beast's blood. Grants the consumer advantage on Perception (Wisdom) checks.
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Celestial: Divine Brandy	Brandy fermented with a celestial's tear celestial. When the consumer regains hit points, it regains extra hit points equal to its Proficiency Bonus.
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Dragon: Dracodka	Vodka fermented with a drop of blood from a dragon. Grants the consumer a +1 to its Armor Class as it grows dragon scales.
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Elemental: Elemen-Tequila	Tequila fermented with a part of an elemental. Grants the consumer a reduction of 3 to any cold, fire, lightning, or acid damage depending on the type of elemental ingredient used.
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Fey: Faerie Cider	Cider fermented with a tongue from a fey. Grants consumer proficiency with the Persuasion (Charisma) and Deception (Charisma) skills.
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Fiend: Stygian Gin	Gin Fermented with a drop of fiend's blood. Grants the consumer a +1 to attacks rolls and ability checks.
Giant: Jutonnmeister	Liqueur steeped with a drop of giant's blood. The consumer counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.
Humanoid: Mort Ale	Ale brewed with hair from a humanoid. The consumer takes on the appearance of the humanoid creature the hair came from like a <i>Disguise Self</i> spell.
Monstrosity: Monster Mash Whiskey	Whiskey fermented with a part of a monstrosity. The consumer gains a number of temporary hit points equal to double the CR of the monstrosity that the ingredient came from.
Ooze: Gelatin Shot	Alcohol congealed with a part of an ooze. The consumer gains the amorphous trait, becoming able to squeeze through a space as narrow as 1 inch wide, provided it is wearing and carrying nothing.
Plant: Wine	Wine fermented with common fruit. The consumer gains advantage on saving throws against becoming Frightened.
Undead: Grave Rum	Rum fermented with a part of an undead. The consumer can cast the <i>Spare the Dying</i> cantrip.

Distilled Inspiration

3rd-level College of Bartending feature

At 3rd level, you've learned how to distill your inspiration into magical alcohol. Distilling your inspiration requires a long rest and for you to have a brewer's kit on your person. At the end of the long rest, you can make a number of distilled inspiration doses equal to your Proficiency Bonus. A creature can consume a dose with a bonus action, and it gains one Bardic Inspiration die it can use once within the next 10 minutes. The die is the same as your Bardic Inspiration die and the distilled inspiration remains magical for 24 hours after it is created or until consumed.

Functionally Drunk

6th-level College of Bartending feature

At 6th level, your time spent tipsy behind a busy bar has made you a master at multitasking. While you're under the effect of one of your homebrews, you have advantage on Constitution saving throws that you make to maintain concentration on a spell, and you gain an additional bonus action on each of your turns.

Master Mixologist

14th-level College of Bartending feature

When you reach 14th level, you've become one the greatest mixologists across the planes. You can create a cocktail combining two of your homebrew's allowing the consumer to gain two benefits at once without being Poisoned (drunk). If a creature consumes two cocktails or one cocktail and one homebrew, they will be Poisoned (drunk) for 1 hour and the benefit of the former is replaced by the latter.