**College of Reveler**

**Bonus Proficiencies**

When you join the College of Reveler at 3rd level, you gain proficiency with medium armor, and you gain proficiency with you choice of a Glaive, Pike, Halberd, or Whip

**Gang Up**

When you join the College of Reveler You master of overwhelming a oppent all sides, you can deal an extra 1d6 damage to one creature you hit with an melee attack if you have roll if another enemy of the target is within 5 feet of it, that enemy isn't Incapacitated.

The amount of the extra damage increases as you gain levels in this class, increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

**Taste for Mayhem**

At 3rd level, As a bouns action You can one use of your Bardic Inspiration to make creautre make a wisdom saving throw vs your spell saving throw, a creature may choose to fail, if does fail, the creature reaction use its reaction , if available, to move as far as its speed allows twords the closest enemy of the target and make a melee attack against it with advantage if it is with int reach, if it hits, you may aslo add Bardic Inspiration die and add the number rolled to a weapon damage roll it just made. The creature doesn’t move into obviously dangerous ground, such as a fire or a pit. in addtion if the crearure made a attack, the next attack rolls against it have advantage until your next end of you next turn.

**Deviant Glee**

Starting at 6th level, When a creature adds one of your Bardic Inspiration dice to its ability check, attack roll, saving throw, or for you Taste for Mayhem ability that creature choose to expend instead rolls 3 dice instead. the creature chooses one of the dice to use and choose another and takes necrotic damage equal to it and discards the other. This damage can’t be reduced or prevented in any way.

**Havoc Festival**

Starting at 14th level. You can enter a bedevil presence for 1 minute or until you are incapacitated, when enter a state you choose up to 6 creatures with in 100 feet you that can see and hear you, while you are the state whenever creature takes there frist action each turn, the creature may roll a 1d10 necrotic damage and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, cast a Cantrip, or Use an Object action.