

College of Music (*Bard*)

The College of Music stands alone from other Bard colleges. While most Bards are musicians, Music Bards are *musicians*. Unlike their compatriots, the College of Music focuses single-mindedly on their musical studies—often to the detriment of their spellcasting. Instead, they weave magic directly into their melodies, each one tailored to accompany a variety of situations.

Music Virtuoso

Starting at 3rd level, your musical talents have manifested in incredible melodies. Whenever you make a Performance check involving music, you gain a bonus to the roll equal to a roll of your Bardic Inspiration die—this does not expend the die, and it requires no additional action to do so.

Additionally, you gain the ability to play magical music on an instrument you are holding. As an Action, you can begin playing a melody or change which melody you are playing; the kinds of music you can play are listed below. Creatures of your choice within 60 feet of you (you choose when you begin playing that style) gain the effects listed for as long as you continue playing it, provided they can either see or hear your performance. You may only play one piece of music at any given time, and you must maintain concentration on it, as though it were a spell. Your music lasts until you choose to end it (no action required) or until you are incapacitated, whichever comes first.

Joyful: You play an upbeat tune, quickening your allies' steps. Their movement speeds increase by 10 feet and they gain a +1 to their AC. An ally with one of your Bardic Inspiration dice can expend it on their turn to make a single weapon or unarmed attack after using their Action, adding the dice to their damage roll if they hit.

Frenetic: You play a frantic, high-paced melody, setting your allies on edge. They gain advantage on their Strength, Dexterity, and Constitution saving throws. An ally with one of your Bardic Inspiration dice can expend it when an enemy hits them with an attack roll, rolling it and adding that number to their AC until the start of your next turn and potentially turning the hit into a miss.

Inspiring: You play an epic, uplifting piece, restoring energy to your allies. When you give an ally a Bardic Inspiration die, they gain temporary hit points equal to a roll of that die plus your Charisma modifier (minimum 0). An ally who uses their Bardic Inspiration die on an ability check gains advantage on that check in addition to the bonus provided by your Bardic Inspiration. When a creature starts their turn with one of your Bardic Inspiration dice, they can choose to consume the die to regain a number of hit points equal to twice the number they roll on it.

Suave: You play a smooth, relaxing melody to ease your allies' minds. They gain advantage on Intelligence, Wisdom, and Charisma saving throws. An ally with one of your Bardic Inspiration dice who expends it on a Charisma check also gains advantage on it, or they may consume it when attempting to charm or frighten another creature; that creature gains disadvantage on the initial saving throw and takes a penalty to it equal to one roll of your Bardic Inspiration die.

Somber: You play a slow, disheartening piece, wearing down your foes. Creatures of your choice within range have their movement speeds decreased by 10 feet (to a minimum of 0) and their AC decreased by 1. As a reaction, when you see a creature within 60 feet succeed a saving throw, you can expend a use of your Bardic Inspiration and target that creature. They take psychic damage equal to a roll of your Bardic

Inspiration die and must subtract that number from the saving throw—potentially turning it into a fail—regardless of how much psychic damage they took.

Tense: You play a suspenseful, haunting melody that eats away at your foes. Creatures of your choice take psychic damage equal to a roll of your Bardic Inspiration die whenever they start their turn within 60 feet of you. When you give a creature your Bardic Inspiration, you can curse the die; until that creature uses it, they have disadvantage on all saving throws and ability checks they make.

Single-Minded Pursuit

Starting at level 3, your magic works differently, as you have sacrificed much of your spellcasting to focus on music. Your levels in Bard no longer apply to your spellcasting progression; you lose any spell slots you have from this class and cannot cast spells with a spell slot unless you have another feature that provides spell slots. However, you still learn Bard spells as normal, and you can use those spells with other features that allow you to cast spells you know.

Also at 3rd level, you learn four additional cantrips of your choice; these can be from any spell list, though they count as Bard spells for you and do not count against your number of cantrips learned. You gain another cantrip in this way at 5th, 10th, and 15th levels. Whenever you level up, you can replace one of these cantrips with another.

Lastly, you gain additional uses of your Bardic Inspiration. Your maximum number of Bardic Inspiration dice is equal to three times your Charisma modifier (minimum 1).

Fioritura

Starting at 6th level, you have honed your magic and gained a new way to cast spells. You can expend a number of Bardic Inspiration dice, up to half your Bard level (rounded up), to cast a spell you know as though you had a spell slot whose level is equal to the number of dice you spent. You can cast a spell in this way a number of times equal to your Charisma modifier (minimum 1), regaining all expended uses on a long rest.

Additionally, once per turn, you can modify a cantrip you cast. If the cantrip requires concentration, you can remove that requirement; the cantrip instead lasts for the full duration of the spell, unless you choose to end it early or meet some other condition for its end. Alternatively, if the cantrip does damage, you can increase its damage to one target that it hits. The creature takes additional damage of the same type as the cantrip equal to one roll of your Bardic Inspiration dice + your Charisma modifier.

Musical Maestro

Beginning at level 14, your music has become like second nature to you. You no longer need to concentrate on your music while playing, although you can still only have one piece of music active at a time. Once per long rest, you can use a reaction when another creature takes an Action to change which music you are playing, immediately granting the effects of the new piece in place of the old one.

Additionally, while you are performing a piece of music, you can expend or give two Bardic Inspiration dice whenever you use a bonus action or reaction to do so, targeting a different creature for each.