

COLLEGE OF ACAPELLA



A BARDIC COLLEGE FOR THOSE
WITH HARMONY IN THEIR HEARTS.

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ON THE COVER

Nikki Dawes paints the bard Trebull harmonizing with his spectral duplicates.



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COLLEGE OF ACAPELLA

Someone once said that the whole is greater than the sum of its parts. This mantra is one of the prime ideals of the College of Acapella. Bards within this college understand the importance of the ensemble. Whether it's performing rousing tales within taverns or on the long winding path towards greatness, these bards strive for the harmonic power of the connection. To be alone goes against all that these bards hold dear.

BONUS PROFICIENCIES

When you join the College of Acapella at 3rd level, you learn Oratori and one other language of your choice.

ORATORI — Music of the Bards

Akin to the roguish Thieves' Cant, Oratori is a secret language known only amongst the most skilled minstrels. Interwoven within the chords and rhythms of song, Oratori uses music to convey and conceal messages between bardic troupes. But not every average bard knows this special language - only those who have truly mastered the secrets of music can understand its complexities.

It takes twice as long to convey messages through Oratori than it does to speak the same idea plainly.

CHORUS OF HARMONY

Also at 3rd level, you learn how to multiply your inner melody to enhance your performance in combat.

As a bonus action, you can summon a chorus of spectral duplicates. The number of duplicates is equal to your Charisma modifier (minimum of +1). While these duplicates are active, you can use one of the following features:

Diminished. When you are hit with an attack, you can use your reaction to expend a Bardic Inspiration die and use one of your duplicates to absorb the damage. Subtract the number rolled on the Bardic Inspiration die from the total damage dealt. The duplicate then disappears.

Augmented. When you use an action that requires an attack roll, you can expend one use of Bardic Inspiration to call upon the aid of a duplicate. Add the number rolled on the Bardic Inspiration die to the attack roll. You must choose to use this feature after rolling but before knowing whether the attack hits. The duplicate then disappears.

The duplicates are otherwise intangible. Attacks pass through them, and creatures can occupy the same space as them. All duplicates disappear after 10 minutes.

CASCADING CHORALE

Starting at 6th level, whenever a friendly creature within 5 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum of +1).

Additionally, the power of your song echoes through your companions. If a friendly creature is beyond your melee range but within 5 feet of another ally, the creature gains a bonus to their saving throws equal to half your Charisma modifier, rounded up (minimum of +1).

UNIFYING SONG

Starting at 14th level, the strength of the music that binds you and your allies grows. As a reaction, while you have your chorus of duplicates summoned and a friendly creature you can see within 60 feet is hit with an attack, you can use the song of one of your duplicates to soften the blow.

Roll a die equal to your Bardic Inspiration die and subtract the number rolled from the total damage dealt. Using this feature does not expend one of your Bardic Inspiration dice, nor cause one of your duplicates to disappear.



OPTIONAL SPELLS

BEATBOX

2nd-level evocation

Casting Time: 1 action

Range: 60 feet (10 ft sphere)

Components: V, S, M (a chipped tooth)

Duration: Concentration, up to 1 minute

A cacophonous explosion of vocal percussion erupts in a 10-foot radius sphere centered on a point of your choice within range. When a creature enters that area for the first time or starts its turn there, it must make a Constitution saving throw. It takes 2d8 thunder damage and is knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one.

DECRESCENDO

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You send out waves of silencing chords into the mind of a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on an Intelligence saving throw or take 1d4 psychic damage and the next time it succeeds on an attack roll hit, it must roll a D4 and subtract the number rolled from the damage.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

ORPHIC OVERTONE

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You vocalize haunting harmonics that clash within the ear of one creature you can see within range. It must make a Wisdom saving throw. If it fails the saving throw, it is charmed by you until the spell ends or until you or your allies deals damage to it. The charmed creature's speed is reduced by half and the target has disadvantage on Wisdom saving throws.

The target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.



OPTIONAL FEATS

LINGUIST - ORATORI

You have studied with bards, learning the secret language beneath the music they produce & granting you skills beyond the average adventurer. You gain the following benefits:

- You learn Oratori, a language of pitches and inflections akin to Thieves' Cant.
- You gain proficiency in Charisma (Performance) checks when speaking with other bards.

CHORUS MEMBER

You have embraced music without instrumentation, studying the techniques of an acapella bard & granting you minor control of the harmony within you.

- You gain one Bardic Inspiration die, which is a d6 (this die is added to any Bardic Inspiration dice you may have from another source).
- As a bonus action, you can summon a spectral duplicate of yourself to assist in combat. While this duplicate is active, you can use either the Diminished or Augmented feature of the Chorus of Harmony as available in the College of Acapella subclass.

Using either of these features expends the Bardic Inspiration die gained via this feat. Once you use your Bardic Inspiration die in this way, you cannot do so again until after you complete a long or short rest.