

# College of Symphony (2024)

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Bards of many colleges sing inspiring ballads and perform awe-inspiring refrains to enthrall and delight those around them. But few Bards are as in tune with the nature of music as those of the College of Symphony. Bards of this college understand that there is a rhythm to every movement and a harmony in every sound. And with a little bit of magic, those rhythms and harmonies can be bent to the Bard's will.

## College of Symphony Features

Bard Level	Feature
3rd	Master Conductor, Set the Tempo
6th	Crescendo/Diminuendo
14th	Concertmaster's Rondo

### Level 3: Master Conductor

You can use a **Wand** as a Spellcasting Focus for your Bard spells. When you do so, faint music can be heard from the wand.

As a **Magic** action, you can manifest an orchestral score in a 30-foot **Emanation** that surrounds you for 10 minutes and is audible to creatures of your choice within that radius. It ends early if you dismiss it (no action required), manifest it again, or have the **Incapacitated** condition. When you manifest the Emanation, you can choose up to three creatures you can see within the Emanation. Each of the chosen creatures gains **Heroic Inspiration**.

Once you use this feature to grant Heroic Inspiration, you can't do so again until you finish a **Long Rest**.

### **Level 3: Set the Tempo**

When you roll **Initiative** and you don't have the **Incapacitated** condition, you can expend a use of your Bardic Inspiration and choose one willing creature that can see or hear you within 30 feet of you. Then, choose one of the following effects:

**Adagio.** The creature's Initiative is reduced by one roll of your Bardic Inspiration die, and it has Resistance to every damage type except Force until the start of its next turn.

**Allegro.** The creature gains a bonus to its Initiative equal to one roll of your Bardic Inspiration die, and its Speed increases by 10 feet until the end of its next turn.

### **Level 6: Crescendo/Diminuendo**

You always have the **Enlarge/Reduce** spell prepared.

As a **Magic** action, you can cast *Enlarge/Reduce* without a spell slot. When you do so, the target is subjected to additional effects depending on which effect you chose when you cast the spell.

**Enlarge.** The target's voice booms three times as loud as normal. The target's attacks with its enlarged weapons or Unarmed Strikes deal an extra 1d6 Thunder damage on a hit, instead of the normal damage of the spell.

**Reduce.** The target can only speak in a whisper. Whenever the target casts a spell with a Verbal component, it must make a Charisma saving throw. On a failed save, the spell fails. If that spell was cast with a spell slot, the slot isn't expended.

Once you use this feature, you can't use it again until you finish a **Long Rest**. You can also restore your use of it by expending a level 3+ spell slot (no action required).

## **Level 14: Concertmaster's Rondo**

You can inspire your allies to repeat their greatest performances. As a **Magic** action, you can choose one willing creature within 60 feet of you that can see or hear you and doesn't have the **Incapacitated** condition. Immediately after you take this action, your turn ends, and the chosen creature gains **Heroic Inspiration**. The chosen creature can then immediately take one additional turn.

Once you use this feature, you can't use it again until you finish a **Long Rest**.

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