

THE COLLEGE OF SILENCE

Written by David Flor



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"To communicate through silence is a link between the thoughts of man."

- Marcel Marceau

THE COLLEGE OF SILENCE

The College of Silence is considered by some to be the "black sheep" among bard colleges. Where most bards revel in their ability to retell their stories to a captivated audience, or sing at the top of their lungs, bards of the College of Silence have perfected the ability to tell stories and express themselves while making no sound at all, presenting their words through fluid hand movements and gestures filled with arcane magic.

BONUS PROFICIENCIES

When you join the College of Silence at 3rd level, you can use your hands in lieu of a physical spellcasting focus for your bard spells. You can cast any spell that has a verbal component silently so long as both your hands are free and you are not restrained.

You also gain proficiency in the Performance skill so long as the performance involved does not require making any form of sound, verbal or otherwise. You also must have both hands free and not be restrained.

When you use your *Song of Rest* ability, you can perform it silently. Any friendly creatures must be able to see you to benefit from the effect.

CHARADES

When you join the College of Silence, you also learn Charades, a special somatic language that is completely silent and involves only hand and body movements. This allows you to communicate silently with anyone else that also knows the language, at the same speed as regular conversation. In order to use this language, you must have both hands free, cannot be restrained, and the target with which you are attempting to communicate with must be able to see you and understand the language.

COLLEGE OF SILENCE FEATURES

Bard Level	Feature
3rd	Imposing Silence
6th	Charades Mastery, Mime
14th	Repeat Performance, Innate Silence

IMPOSING SILENCE

At 3rd level, you learn the *silence* spell as a bard spell, which does not count towards your spells known. Being in the *silence* spell's area of effect does not prevent you from casting spells that may require verbal components (see *Bonus Proficiencies* above).

When casting the *silence* spell, you can expend one of your Bardic Inspirations to cast the spell in such a way that it does not require your concentration to sustain. Once you cast the spell in this manner, you must finish a short or long rest before you can empower the spell using Bardic Inspiration again.

CHARADES MASTERY

At 6th level you can use the Charades language in such a way that you can be understood by any other creature that can see you and shares at least one language in common with you.

MIME

At 6th level, you learn special performances in which every movement is infused with magic. Each performance requires an action to begin, and you can sustain the effect through concentration so long as you have both hands free and are not restrained.

Once you use this ability, you cannot use it again until you finish a short or long rest.

Against the Wind: You mimic walking in place against a strong wind. For the duration of the effect, you are immune to the restrained condition and are resistant to force and thunder damage. If anything attempts to knock you prone, you can attempt a **DC 10 Dexterity** saving throw as a reaction and add your Bardic Inspiration die to the result. On a successful saving throw, you do not fall prone. The effect ends when you move more than half your speed in a single round or if you go prone.

Wall of Force: You mimic being trapped behind an invisible wall of force. Roll your Bardic Inspiration die and note the result. For the duration of the effect, when any ranged attack is made against you, roll your Bardic Inspiration die again; if the die roll does not match your initial roll and the ranged attack is not a critical hit, the attack misses completely. The effect ends when any ranged attack succeeds.

Rope Pull: You mimic pulling on an invisible rope. For the duration of the effect, at the start of your turn, choose one creature of your choice within 60 feet. That creature must succeed on a Strength saving throw against your spell save DC or be pulled up to 20 feet towards you and be restrained until the end of your next turn or until the effect ends. The effect ends if you choose to not pull any target at the start of your turn.

REPEAT PERFORMANCE

At 14th level, you can precisely mimic any spell you see. If you see a spell cast that involves a somatic component, you can expend one of your Bardic Inspirations to cast the same spell. You must have a corresponding spell slot available, must have any material components the spell may require, and must have seen the spell being cast since your last long rest.

Once you use this feature, you cannot use it again until you finish a long rest.

INNATE SILENCE

At 14th level, you can expend one of your Bardic Inspirations to use your *Imposing Silence* ability and cast the *silence* innately, requiring no spell slots or components, and in such a way that it doesn't require your concentration to sustain. Once you cast the spell in this manner, you cannot use this ability again until you finish a short or long rest.

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