

COLLEGE OF THE FOLK SINGER

Folk Singers are a fellowship of traveling musicians who speak to and for the people. They uplift the spirits of those around them by singing of better days and brighter futures and they inspire would-be heroes with tales of heroism and homegrown bravery.

There are few bards more dangerous to tyrants and despots than those from the College of the Folk Singer. These are the quiet souls who slip in and out of towns, fanning the spark in every man, woman, and child, spurring them toward change and revolution.

FOOD FOR THE SOUL

When you join the College of the Folk Singer at 3rd level, your melodies nourish the bodies and souls of those who hear them.

If you perform for at least 1 minute, you can slake the hunger and thirst of your audience with your music. At the end of your performance, choose a number of creatures within 60 feet of you, equal to twice your Charisma modifier (minimum of one). The chosen creatures receive enough nourishment from your song to sustain them for one day.

Once you use this feature, you can't use it again until you finish a short or long rest.

HEARTSICK MELODY

At 3rd level, you can imbue your songs with loss and heartbreak that can sicken your opponents.

When you target a creature with a spell, you can expend one use of your Bardic Inspiration. If you do, in addition to the effects of the spell, the target must succeed on a Wisdom saving throw against your spell save DC or be poisoned.



CREDITS

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TRAPPED IN REVERIE

At 6th level, your haunting music can trap others in a prison of memories. As an action, you can magically play a song that incapacitates enemies within 30 feet of you for up to 1 minute or until your concentration ends. Each creature in the area that can hear you must make a Wisdom saving throw. On a failed save, the creature becomes incapacitated and has a speed of 0. The effects of this option end for an affected creature if it takes any damage.

Once you use this feature, you can't use it again until you finish a long rest.

FRUITFUL NOSTALGIA

Starting at 14th level, you can weave a song that heals your allies and brings them the peace of rest even during the harshest battle.

As an action, you can cause yourself and your allies to gain all of the benefits of completing an uninterrupted short rest. Additionally, you may use your Song of Rest feature as though you were ending a short rest.

Once you use this feature, you can't use it again until you finish a long rest.

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