

COLLEGE OF THE OPERA



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COLLEGE OF THE OPERA

Bards of the College of the Opera have honed their craft on the grandest of stages: the dazzling splendor of the opera hall. Such bards are no mere tumblers, tale-tellers, or lute-strummers. They aspire to the pinnacle of musical artistry by shaping their voice into an instrument that can move an audience to tears. Your bard could be a member of a performing troupe who aspires to greater heights, a disgraced prima donna seeking revenge on a rival, or a star soloist who enjoys the thrill of adventure between performances.

However, the brilliant lights of the opera stage cast long shadows—not all bards of the College of the Opera use their powers for good. The world of the stage is a cutthroat one, and some other bards are wary or jealous of the beauty and splendor wielded by members of this college. For such great singers, there can be no mediocrity or middle ground; bards of the College of the Opera tend to be either terrifying villains or beloved heroes.

BONUS PROFICIENCIES

When you join the College of the Opera at 3rd level, you gain proficiency with four languages of your choice. You also gain proficiency with your voice as a musical instrument. In order to use your voice as a spellcasting focus for your bard spells, you must be able to speak, even if the spell doesn't have a verbal component.

PIERCING RESONANCE

Also at 3rd level, you learn *shatter* as a bard spell. It does not count towards your spells known. When you cast *shatter*, you can choose to change the spell's area of effect to a 15-foot-radius cone originating from you. Additionally, a creature who fails its saving throw when you cast this spell is stunned until the end of its next turn.

ARIA

At 6th level, you learn one of three options to deliver a splendid aria, a song infused with magic in every note. You can learn a second option at 10th level, and all three at 15th level.

Aria Cantabile. When you use your Song of Rest, any friendly creatures who hear your performance also gain 1d6 temporary hit points. Creatures can benefit from this ability even if they do not spend any Hit Dice during the short rest.

The temporary hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

Aria di Bravura. When an attacker misses you with an attack, you can expend one use of your Bardic Inspiration to deliver a scathing verbal riposte. If the creature can hear you, it has disadvantage on all its attacks until the end of its next turn.

Aria Parlante. When you make a Charisma check to interact with another creature who can hear you, you can expend one use of your Bardic Inspiration to gain advantage on the check.

SUPPORTING CAST

At 14th level, when an ally within 60 feet of you that you can see rolls a Bardic Inspiration die that you gave them, you gain one Bardic Inspiration die of the same type. Once before the end of your next turn, you can roll the die and add the number rolled to one ability check, attack roll, or saving throw that you make. You can wait until after you roll the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. You can have only one Bardic Inspiration die from this feature at a time.

CAPTURE SOUL

Also starting at 14th level, your performances can captivate a listener's very soul. As an action, you can make a Charisma (Performance) check and target one creature within 30 feet of you who can hear you. The target must succeed on a Charisma saving throw against the result of your check, or ownership of their soul is transferred to you for the next 24 hours. While you own their soul, you have advantage on all Charisma checks made to interact with the target, and they cannot be resurrected without your permission (the DM decides whether that permission must be mental, verbal, or written). In addition, the target's soul cannot be destroyed or trapped by other means while it is in your possession.

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

