

## COLLEGE OF CHANTING BARD

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A conclave of bards that recount epic stories and history through an oral tradition that is not written down, passed on from one generation to the next, the College of Chanting takes many forms. Whether it's a venerable bard who tells the story to an assembly, or a chorus of bards all telling the story together in harmony, the Chanting bards are known for their strong minds, allowing them to recall more stories from memory through constant practice.

The Chanting bard focuses on evocation and enchantment magic (get it? *En-chant-ment*? Okay, I'm done), weaving old stories into modern solutions for any situation. And with the ability to borrow from older songs to regain magical power, you have more longevity than most bards when using leveled spells. While you may not have the wide range of options that a College of Lore Bard has, your ability to keep casting evocation and enchantment spells is greater.

### CHORAL CHANT

Starting at 3rd level, you use the ancient oral stories passed down to you to gain new magical abilities. When you select this college you gain one evocation or enchantment cantrip of your choice, and counts as a Bard spell even if it is not on the Bard spell list.

In addition, you learn one of the following 1st level spells, which is considered to be a Bard spell that is always prepared for you but does not count against your limit of known spells: *Burning Hands*, *Hellish Rebuke*, *Darkness*, *Bane*, *Heroism*, *Suggestion*.

### SOOTHING SONG

Starting at 3rd level, you use ancient choruses to regain focus and magical power. When a creature within 30ft of you that you can see casts a spell of 1st level or higher, you may spend a Bardic Inspiration die: the target may recover a spell slot of equal or lesser value to the number rolled.

Alternatively, if you or an ally within 30ft of you that you can see receive the *Charmed* or *Frightened* condition, you may spend an inspiration die to remove the condition.

### POTENT PARABLE

Starting at 6th level, you borrow from the ancient stories to make your inhibiting magic more potent. Whenever a target must perform a saving throw against an evocation or enchantment spell you cast, the target performs the saving throw at disadvantage.

### ANCIENT ARIA

Starting at 14th level, you borrow from the ancient oral stories passed down by your tradition to bring out new and powerful magicks, governing the power. When you expend a 6th or higher level spell slot, you regain a previously expended spell slot of 5th level or lower. In addition, all evocation and enchantment spells count as bard spells for the purposes of preparing your spells.