



College of Chantings

Before humanity had language, it had music. Through sheer rhythm and noise, we'd communicate feelings and emotions before words existed. The College of Chantings return to the most primal form of music, using age-old instruments and emulating the sounds of various wild creatures to inspire those around them.

Primeval Versatility

At 3rd level, tapping into primordial musics, you use the noises of the world to guide you. When you are forced to make an ability check with a skill you are not proficient in, but not before you roll, you may use your reaction and spend one use of your Bardic Inspiration. You can add the result of a Bardic Inspiration die to your total, in addition to any Bardic Inspiration you already have. In addition, you gain proficiency in that skill for the next hour. Once you've used this ability you cannot use it again until you complete a short or long rest.

Nature's Voice

Also at 3rd level, You unlock the most primitive of songs, called chants. Chants are inspired by various animals and creatures of the wilds. As an action on your turn, you can start chanting. As long as you are concentrating on a chant (as if you were concentrating on a spell), you and a number of creatures you choose up to your Charisma modifier that can hear you benefit from the chant's effects, as long as they remain within 30 feet of you. A chant lasts for up to 1 minute or until you are silenced. You can choose from the following chants:

ARBYWARM TAIL

- **Chant of the Ironbear.** Choose one damage type from bludgeoning, piercing or slashing. The damage that the targets take from that damage type is reduced by 3.
- **Chant of the Stormjay.** The targets can't become grappled. If already grappled, they may break the grapple using 5 feet of movement.
- **Chant of the Firefox.** The targets' movement speed increases by 15 feet.
- **Chant of the Sunstag.** The targets gain darkvision out to 60 feet.
- **Chant of the Moonwolves.** The targets have +1 to their AC as long as they are within 5 feet of an ally. This benefit cannot stack.
- **Chant of the Starplume.** The targets gain resistance to radiant or necrotic damage.

You may chant a number of times equal to your Charisma modifier and regain all expended uses upon completing a long rest.

Empowered Chants

At 6th level, through your commune with ancient times, you've discovered how to empower your chants. Your chant's range increases to 60 feet. In addition each chant transforms and becomes the following:



- **Chant of the Ironbear.** Choose one damage type from bludgeoning, piercing or slashing. The targets gain resistance against that damage type.
- **Chant of the Stormjay.** The targets gain advantage on saving throws against being charmed or frightened. Additionally, targets can't become grappled. If already grappled, they may break the grapple using 5 feet of movement.
- **Chant of the Firefox.** The targets' movement speed increases by 15 feet. The targets weapon attacks deal an additional 1d8 fire damage on a hit.
- **Chant of the Sunstag.** The targets gain darkvision out to 120 feet. Whenever the targets make an attack roll or a saving throw, they can roll 1d4 and add the number rolled to the attack roll or saving throw.
- **Chant of the Moonwolves.** The targets have +1 to their AC as long as they are within 5 feet of an ally. This benefit cannot stack. They gain blindsight out to 10 feet.
- **Chant of the Starplume.** The targets gain resistance to radiant and necrotic damage.

Commune The Wilds

At 14th level, calling upon the primal spirits of song, you can have the wilds sing with you. You can cast two chants at once with the same action, expending two uses of your ability. their range increases to 120 feet, and you can target as many creatures as you want within that radius.

