

## THE COLLEGE OF THE HIGH SEAS

While most Bards master their art on dry land, some discover their talents while at sea. Sometimes known as Sirens, these Bards are more comfortable on the deck of a boat than the stage in a tavern, and quick to motivate allies with a rousing sea shanty, or sap their foes with dreadful dirges of despair.

Combining their knack for vocal magic and their intimate connection with the high seas, Sirens conjure the spirits of drowned sailors to fight alongside their crew one last time.

Bard Level	College Feature
3rd	Sea Legs, Songs of the Sea
6th	Siren's Call
14th	Ghastly Wail

### SEA LEGS

*3rd-level College of the High Seas feature*

You gain a climbing speed and swimming speed equal to your movement speed, and you can hold your breath for a number of minutes equal to 10 + your Constitution modifier.

### SONGS OF THE SEA

*3rd-level College of the High Seas feature*

You have infused your bardic magic with the salty power of the high seas. As an action, you can expend a use of Bardic Inspiration to sing one of the Shanties below:

#### MOURNFUL SHANTY

A number of creatures that can hear with in 15 feet, up to your Charisma modifier (minimum of 1) must subtract one roll of your Bardic Inspiration from the next ability check, attack roll, or saving throw they make before your next turn.

#### ROUSING SHANTY

A number of creatures that can hear with in 15 feet, up to your Charisma modifier (minimum of 1) can add one roll of your Bardic Inspiration to their next ability check, attack roll, or saving throw they make before your next turn.

### SIREN'S CALL

*6th-level College of the High Seas feature*

You can use your song to call forth the Phantoms of those who have drowned at sea. At the end of a long rest, you can perform a mournful song that conjures a Drowned Phantom, choosing to conjure the spirit of a Cook, Gunner, or Oarsman. The Phantom is friendly to you and your allies, it obeys your commands, and uses the Drowned Phantom stat block, which uses your proficiency bonus (PB) in several places.

In combat, the Phantom acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you use a bonus action on your turn to command it to take one of the actions from its stat block, or another action. If you are incapacitated, the Phantom can take any action it chooses, often choosing to protect you.

If your Phantom was destroyed within the last hour, you can expend a spell slot of 1st-level or higher. After 1 minute, it returns from beyond the veil with its hit points restored.

## GHASTLY WAIL

*14th-level College of the High Seas feature*

You can banish your Drowned Phantoms back to their watery graves with a horrible screech. As a bonus action, you banish your Phantom back to its grave, completely destroying it in the process. As it dies, it lets out a horrifying wail, forcing creatures of your choice that can hear the Phantom within 30 feet to make a Wisdom saving throw. Creatures take 6d8 thunder damage on failed save, and half as much thunder damage on a successful save.

## DROWNED PHANTOM

*Medium Undead, Unaligned*

**Armor Class** 11 + PB (natural armor)

**Hit Points** 3 + three times your Bard level

**Speed** 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	9 (-1)	12 (+1)	9 (-1)

**Damage Immunities** necrotic, poison

**Conditioned Immunities** exhaustion, frightened, grappled, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** the Phantom understands the languages you speak, but it cannot speak itself

**Belly Fully of Slop (Cook Only).** Friendly creatures of your choice that complete a short rest with the Phantom gain temporary hit points equal to your Bard level + your proficiency bonus.

**Incorporeal Passage.** The Phantom can move through creatures and objects as if they were difficult terrain. If it ends its turn inside an object or creature, it is shunted to the nearest unoccupied space and takes 1d10 force damage for every 5 feet traveled.

**Siren's Bond.** When the Phantom makes an ability check or saving throw you can use your reaction to expend a Bardic Inspiration and add it to its roll.

### Actions

**Black Powder Shot (Gunner Only).** Ranged Weapon Attack: your Charisma modifier + PB to hit, range (60/30), one creature. Hit: 1d12 +3 bludgeoning damage. If the Phantom rolls a 1 on its attack roll, it misfires and it takes the full damage of the shot.

**Deathly Touch.** Melee Weapon Attack: your Charisma modifier +PB to hit, reach 5 ft., one creature. Hit: 1d8 + 3 + PB necrotic damage, and the target must succeed on a Wisdom saving throw or be frightened of the Phantom until the end of its next turn.

**Grasp of the Sea (Oarsman Only).** Melee Weapon Attack: your Charisma modifier +PB to hit, reach 5 ft., one creature. Hit: 1d8 + 3 + PB necrotic damage, and if the Phantom has a free hand, it can choose to automatically grapple a Large or smaller target. The grapple's escape DC equals your spell save DC.



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