

College of the
SUNKEN
SONG

by Darryl T. Jones



COLLEGE OF THE SUNKEN SONG

"Every song ever loved floats hidden within the minds of those who love them. In the realm of dreams they are live and flowing, playing in airs strange and wondrous. These I have heard. These I have brought back, and these I play." the melodious miscreant, the transcendent troubadour, the sunken bard, the author

*"And some of these...
I have written"*

The old world's music sank into the Dream Realm when the world broke. Every harvest hymn, every warlord's fanfare, every lullaby sung over a swaddled babe, is kept alive in the farflung sleeping minds of those who remain. The children of the old world are scattered and isolated, but their dreams connect in ways that few save the Sunken Song understand. Bards of the College of the Sunken Song swim through dreams for that music. Immersed in the vast dreaming depths, they slip from mind to mind, chasing fragments of half-remembered melodies until they are able to unite them in powerful compositions. From the shadows of sleep their songs conjure impressions, memories, and possibilities into form.

Songs remember. Sung with skill, they can pull their subjects into being: a stone bridge where it once crossed a river, a creature that has stalked a child's fears since before it can remember, an orchard in bloom that a farmer has only dreamt of planting. The college calls this surfacing, and its members argue over whether they discover these songs or the songs discover them.

LEVEL 3: SONGS OF THE SUNKEN WORLD

You have retrieved your first compositions from the realm of dreams. When you reach a bard level specified in the Sunken Songs table, you thereafter always have the listed spells prepared.

SUNKEN SONGS

Bard Level	Spells
3	sleep, the bridge that was
5	nightmare's edge
7	dreamdive
9	dream, undersong

The bridge that was, nightmare's edge, dreamdive, and undersong are new spells, created for Rend World.

LEVEL 3: SURFACING

You can sing a fragment of the sunken world into being. As a bonus action, you expend one use of Bardic Inspiration and choose one of the fragments below, which manifests within 60 feet of you and lasts for 1 minute. A fragment is a semi-real thing of dreamstuff, and it is visibly wrong in some small way the GM chooses: colors too saturated, sounds arriving a half beat late, edges that ripple when unobserved.

You can have only one fragment surfaced at a time. Manifesting a new fragment ends the previously conjured one, and all fragments dissolve into mist if you die or fall unconscious.

Dreamt Ground. Solid dream terrain fills a 10-foot cube in unoccupied space you can see: a bridge span, a stairway, a market stall, a wall of orchard trees. It can bear weight, provides half cover, and has AC 11

and hit points equal to five times your bard level. It dissolves at 0 hit points.

Dreamt Servant. A translucent echo of an old-world attendant appears in an unoccupied space you can see. Once on each of your turns (no action required), you can command the servant to move up to 30 feet and take the Help action, open or close a door or container, or carry an object weighing up to 20 pounds.

Dreamt Dread. Something from the old world's worst nights surfaces in an unoccupied space you can see. When it appears and when any creature you choose starts its turn within 5 feet of it, that creature must succeed on a Wisdom saving throw against your spell save DC or take psychic damage equal to one roll of your Bardic Inspiration die. As a bonus action on subsequent turns, you can move the dread up to 30 feet.



LEVEL 6: DREAMFORM

You have retrieved a creature from the realm of dreams, one that exists nowhere in the waking world, and it answers to your voice.

As an action, you can expend one use of Bardic Inspiration to surface your dreamform in an unoccupied space within 30 feet of you. It uses the Dreamform stat block. Choose its appearance each time you surface it; the shape changes, the creature is the same.

In combat, the dreamform shares your initiative count but takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes is the Dodge action unless you command it to take another action (no action required by you).

The dreamform remains until it drops to 0 hit points, until you dismiss it (no action required), or until you finish a long rest. When it leaves, it dissolves into mist. Dreams end when the dreamer truly sleeps.

LEVEL 14: THE DREAMT WORLD

You can raise an entire place. As an action, you begin a song that overlays a dreamt place onto a 30-foot-radius sphere centered on a point you can see within 60 feet: somewhere that was, somewhere longed for, or somewhere yet to be. Streets, firelight, market noise, whatever the song holds.

You and creatures you choose have half cover while in the area, as remembered walls and stalls interpose themselves.

Creatures you choose treat the area as difficult terrain, and when such a creature starts its turn in the area, it takes psychic damage equal to one roll of your Bardic Inspiration die (no use expended). The dreamt place remembers what it lost, and

the unprotected drown in that memory.

You can use Surfacing within the area without expending a use of Bardic Inspiration.

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

DREAMFORM

Small or Medium fey

Armor Class 12 + PB (dream flesh)

Hit Points 5 + five times your bard level

Speed 40 ft.

STR **+0** (10)

DEX **+3** (16)

CON **+1** (12)

INT **-1** (8)

WIS **+1** (12)

CHA **+2** (14)

Saving Throws Dex +3 plus PB,
Cha +2 plus PB

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft.,
passive Perception 11 + PB

Languages understands the languages you speak

Proficiency Bonus equals your Proficiency Bonus

Dream Flesh. When the dreamform drops to 0 hit points, it dissolves into mist, leaving nothing behind.

Half Remembered. The first time each turn a creature other than you sees the dreamform, that creature briefly sees something it has dreamed of. The effect is harmless, and the GM chooses what it sees.

ACTIONS

Haunting Note. Melee or Ranged Spell Attack: your spell attack modifier to hit, reach 5 ft. or range 60 ft., one target. Hit: 1d6 + PB psychic damage.

NEW SPELLS

THE BRIDGE THAT WAS

1st-level conjuration

Casting Time. 1 action

Range. 60 feet

Components. V, S

Duration. 10 minutes

You sing a crossing that fell with the old world back into service. A bridge, stairway, or walkway of semi-real dreamstuff appears, connecting two points you can see within range. It is up to 30 feet long and 5 feet wide, it can bear up to 500 pounds at a time, and it is visibly wrong in some small way the GM chooses. The crossing has AC 11 and 20 hit points, and it dissolves into mist at 0 hit points or when the spell ends. Anything on it when it dissolves falls.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, its length increases by 30 feet and its capacity increases by 500 pounds for each slot level above 1st.

NIGHTMARE'S EDGE

3rd-level conjuration

Casting Time. 1 action

Range. 30 feet

Components. V, S

Duration. Concentration, up to 1 minute

Beneath the sunken songs, the nightmares settle. You hum a few bars of one, dreamt last night or a thousand years gone. Choose up to three willing creatures within range. A nightmare threads itself along each target's weapon, a shadow riding the edge, visible only in the moment it swings. The weapon is only the door. For the duration, each target's weapon attacks deal an

extra 1d4 psychic damage as a sliver of the nightmare passes through the wound, and those attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

When an attack benefiting from this spell scores a critical hit, the struck creature glimpses the whole of the nightmare and is frightened of the attacker until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

DREAMDIVE

4th-level divination (ritual)

Casting. Time 1 minute

Range. Self

Components. V, S, M (a stone taken from a lightless depth)

Duration. 1 hour

You sink beneath your own sleep into the shallows of the Dream Realm. Your body falls unconscious for the duration, and you walk a dream echo of the waking world within 1 mile of your body. You move through the echo at your normal speeds, you can pass through the echoes of nonmagical walls, doors, and other barriers, and you perceive the waking world as it currently exists. Sleeping creatures appear as lanterns of dreamlight, and you know each one's location and creature type.

During the dive, you can study up to three locations you visit, each an area up to a 100-foot cube. For the next 24 hours, while you are at a studied location in the waking

world, you have advantage on initiative rolls, you can't be surprised, and you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to find anything you saw during the dive.

You return to your body when the spell ends or when you choose (no action required). If your body takes damage, you return immediately and the spell ends.

UNDERSONG

5th-level conjuration (ritual)

Casting Time. 1 hour

Range. 10 feet

Components. V, S, M (the song of the destination shard)

Duration. 8 hours

The Dream Realm shares every shard of Rend World, connecting them through the hidden depths of thought. Over an hour of song, you open a way via sleep for yourself and up to eight willing creatures within range.

You must know the song of your destination shard. You know it if you have spent at least one night there, or if a creature who has done so taught you the song over at least one hour.

For the duration, you are gone from the waking world and physically present in the Dream Realm, subject to its terrain, its weather, and everything that lives there. When the spell ends, you surface on the destination shard at a point the GM chooses within 1 mile of your intended arrival.

LULLABY

Enchantment cantrip

Casting Time. 1 action

Range. 60 feet

Components. V

Duration. 1 round

You sing two bars of a lullaby in a long-dead language, and one creature you can see within range feels its childhood bed rise up under it. The target must succeed on a Wisdom saving throw or grow heavy-lidded until the start of your next turn: it has disadvantage on the next attack roll it makes and can't take reactions.

SOMETHING UNDER THE BED

1st-level illusion

Casting Time. 1 action

Range. 60 feet

Components. V, S

Duration. Concentration, up to 1 minute

You give a creature back the fear it outgrew. Choose a creature you can see within range. A presence settles just outside its sight: under the cart, behind the door, at the edge of the torchlight, always in the last place it looked. The target must succeed on a Wisdom saving throw or be frightened of the presence for the duration. The presence stays within 5 feet of the target wherever it moves, and while frightened, the target can't willingly move to a space where the presence would be within its line of sight, as it refuses to look. The target repeats the saving throw at the end of each of its turns, ending the spell on itself on a success. A creature that has never slept is immune.

BORROWED FACE

2nd-level illusion

Casting Time. 1 action

Range. Self

Components. V, S, M (a hair from a sleeping stranger)

Duration. 1 hour

You reach into the dreams of a creature you have watched sleep within the last 24 hours and put on a face you find there. For the duration, you wear the likeness of someone that creature trusts. You choose neither the face nor who it belongs to; the dream chooses, and you see only a blur where your reflection should be. The target perceives you as that trusted person, and you have advantage on Charisma checks made against it. The illusion holds for the target alone; other creatures see your true appearance. If the target takes damage from you or your companions, the face slips and the spell ends.

STOLEN REST

5th-level enchantment

Casting Time. 1 action

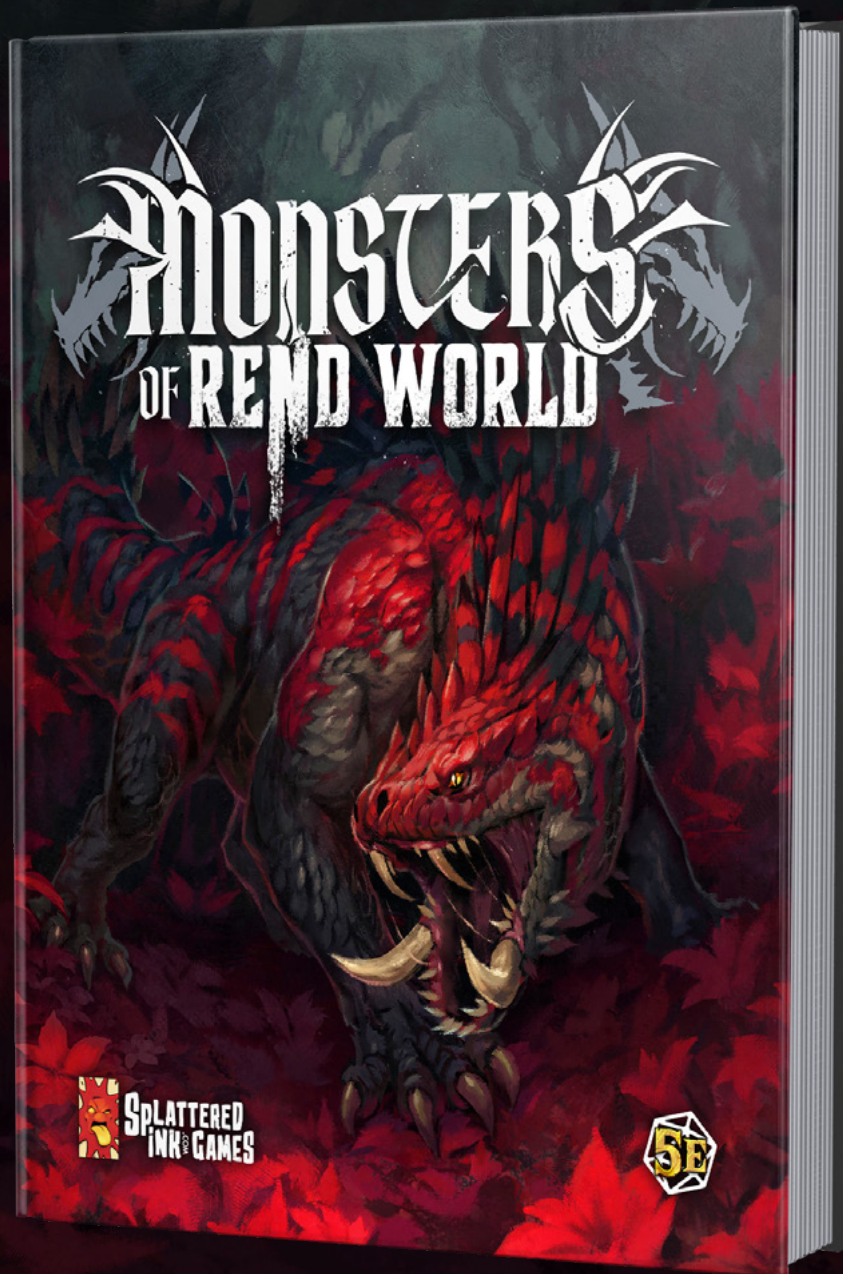
Range. 60 feet

Components. V, S

Duration. Instantaneous

You sing a thread loose from a creature's last night of sleep and pull. Choose a creature within range that can hear you. It must make a Wisdom saving throw. On a failure, it takes 7d6 psychic damage and gains 1 level of exhaustion as its last nights sleep unravels. On a success, it takes half as much damage and its rest holds. If the target gains exhaustion this way, choose one creature within range other than the target: the stolen rest settles into it, and it loses 1 level of exhaustion.

*Make your campaigns more
alive, more **immersive**, and
more **DEADLY**.*



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