

COLLEGE OF THE LONE PERFORMER

Perform as a Bastion of Self-Reliance

Bards who enter this college typically do so on their own time. They will purchase the tomes needed and decipher them on their own, consulting experts only when needed. Once their training is completed, these bards can create lifelike duplicates of themselves to aid in their performances. These duplicates rival those created by clerics and even the strongest illusionist wizards.

LEVEL 3: ONE MAN BAND

As a Magic action, you can create an Illusory Copy of yourself. This copy remains summoned for one hour, until you have the Unconscious condition, it is more than 120 feet away from you, or until it drops to 0 Hit Points, wherein it bursts into a small shower of harmless multicolored sparks. The copy can also be dispelled via *Dispel Magic*.

As a Bonus Action, you can see through a copy's eyes and hear what it hears until the start of your next turn.

A creature must use a Study action to examine the copy before it can determine if it is real with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusions for what they are, the illusions become faint to the creature and the copy has Disadvantage on attack rolls against it.

The Copy in Combat. The copy acts and speaks independently of you but always obeys your telepathic commands and in combat, the copy acts during your turn, but can only attack with its Weapon Strike action. Whenever you grant a creature a use of your Bardic Inspiration, you can command a copy to take the Weapon Strike action with its Reaction.

Additional Copies. You can summon two Illusory Copies at Bard level 9 and three illusory copies at Bard level 18. The maximum number of copies you can have at once is equal to the number of copies you can summon at a single time. If you try to summon more copies than your maximum, the oldest copies will burst into sparks until you are at your maximum number of copies.

Once you use this feature, you can't use it again until you finish a Long Rest or expend a spell slot of level 2+ and one Bardic Inspiration Die.

LEVEL 3: PLAY IN UNISON

You gain proficiency in an instrument and simple or martial weapon of your choice. You also gain Advantage on Charisma (Performance) checks while playing music with one or more of your copies.

LEVEL 6: DUPLICITOUS MAGIC

You learn how to transfer some of your magic into one of your copies. As a Bonus Action you can expend a Bardic Inspiration die to allow one of your copies to cast a Bard cantrip that you know with its Action. If this cantrip deals damage, roll the Bardic Inspiration die and add the total to the damage roll. If this cantrip does not deal damage, the target of the spell instead gains Temporary Hit Points equal to a roll of your Bardic Inspiration Die.

LEVEL 14: PSYCHEDELIC FINALE

You gain the ability to destroy all your copies in a musical explosion. As a Magic action you can explode all of your illusory copies in a psychedelic finale, forcing each creature within 10 feet of an illusory copy to take 4d8 Psychic damage. A creature in the area of more than one musical explosion is affected only once. Creatures that take this damage must also make a Wisdom saving throw against your spell save DC or have the Stunned condition until the end of your next turn, in awe of the beautiful finale.

In addition, when you cast a Bard spell with a range of Self and does not deal damage to another creature, all of your copies also benefit from the effects of the spell.

ILLUSORY COPY

Small or Medium Construct

AC 10 plus your DEX modifier
HP 5 plus your Bard level and CHA modifier
Speed Your Speed

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	—	—	—	DEX	—	—	—	CON	—	—	—
INT	—	—	—	WIS	—	—	—	CHA	—	—	—

Immunities Poison, Psychic; Exhaustion, Poisoned
Senses Your senses
Languages understands Common and Sylvan, but can't speak
CR 4 (1,100 XP)

TRAITS

Allied Attack. While you and the copy are within 5 feet of the same creature and neither of you have the Incapacitated condition, you and the copy have Advantage on attack rolls against that creature.

Mirrored Traits. The copy has the same ability scores, Speed, and senses as you do, and is created with an instrument you are proficient with.

ACTIONS

Weapon Strike. *Melee Attack Roll:* Your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 13 (1d8 + your Strength or Dexterity modifier) Psychic damage.

