College of the muse

Bards of the College of the Muse dedicate themselves to the pursuit of art and beauty in their highest forms. With lyre, pipes, or siren song, they seek out great heroes to inspire and, in turn, be inspired by. Blessed with charm and orphean gifts they are sought-after companions, not just by heroes, but also by prosperous patrons such as aristocrats and even kings. They play on the appeal of decadence and desire, basking in the luxury and sensual comforts afforded them by their gifts.

Calming Presence

When you join the College of the Muse at 3rd level you can enhance your very presence to instill calm and ease in those around you. As an action you may emanate an aura of repose for 1 hour. Any creature who targets you with an attack or a harmful spell
must first make a Charisma saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This feature doesn't protect you from area effects. If you make an attack or cast a spell that affects an enemy creature, this effect ends.
You can’t use this feature again until you finish a short or long rest.

Muse’s Inspiration

Also at 3rd level you learn to revitalize your allies as you inspire them. When a creature that you can see within 60 feet of you regains any hit points, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die
and adding the number rolled to the amount of hit points restored. That creature then gains one Bardic Inspiration die.

Song of Sleep

At 6th level your words and music can lull even the sharpest mind into a state of blissful slumber. You can use your action to attempt to put a creature that can hear you to sleep. The target must

succeed on a Wisdom saving throw or fall unconscious for an
hour or until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Song of Sleep for the next 24 hours. The creature is immune
if it can’t hear you or if it’s immune to being charmed.

Echoing Chord

At 14th level, even the barest ripples of your influence carry with them a lingering potency. When a creature uses Bardic Inspiration from you they regain a number of hit points equal to your bard level.

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