

College of Soul

Bards are often seen as the life of the party, pumping powerful ballads into the hearts and minds of their amazing, awestruck audiences, affecting their emotions and abilities. However, some curious characters have a macabre propensity towards being the un-life of the proverbial party. These bards, known quite commonly as College of Soul bards, draw their power from the effervescent ending notes of the Song of Creation and the bellowing, baleful blue notes that surround death and undeath. Their sweet songs soothe skeletons, spirits, and specters alike, rousing the rambunctious renegades from their ghoulishly ghastly graves to do the bard's bidding.

Cemetery Songs

At 3rd level you learn the Chill Touch and Toll the Dead cantrips. When you cast these cantrips you only require verbal components.

Expanded Spell List

You gain the following spells at the Bard levels listed. These spells are always prepared and do not count toward the total of spells you can prepare. If a spell listed does not appear on the Bard spell list, it is nonetheless a Bard spell for you.

Spell Level	Spells
3rd	False Life, Ray of Sickness
3rd	Gentle Repose, Wither and Bloom
5th	Summon Undead, Animate Dead
7th	Shadow of Moil, Sickening Radiance
9th	Danse Macabre, Negative Energy Flood



Soul Parade

At 3rd level your melodious mourning music speaks to souls both alive and dead. When a humanoid dies within 10 ft. of you, the soul of that creature lingers nearby. Only yourself and creatures that can see into the Ethereal Plane can see these souls. You may use a soul in the following ways:

- As an action you may ask the soul a question and it must answer honestly. The answer is limited by the knowledge it knew in life. Only you hear the answer and you understand the answer even if you and the soul did not share a language in life or it could not speak in life.
- As a reaction when a creature you can see within 30 ft. of you is being attacked or is forced to make a saving throw you may send a soul to guard them. Roll one of your Bardic Inspiration die (this does not expend a usage of Bardic Inspiration). The effected creature gains a bonus to their AC or saving throw equal to the roll.

After a using a soul in either of these ways the soul is expended and goes to the afterlife on whichever plane it is drawn to. While you have at least one soul you have resistance to necrotic damage and +1 bonus to your AC. At 6th level this increases to +2 and +3 at 14th level. You may have a maximum number of souls equal to your Charisma modifier.

Reggae Mortis

At 6th level your undead learn how to tantalizingly twist and jovially jive with the best of them. When you create an undead through a spell or any other means they gain an additional 10 ft. to all its movement speeds and may dash a bonus action.

Also, as an action you can command all your undead to begin a beguiling baleful boogie that can frighten your foes. When you do so, any creature within 30 ft. of one of your undead or yourself must make a Wisdom saving throw versus your spell save DC. On a failed save, a creature is frightened of you and your undead until the dance ends. A creature may repeat this saving throw on the end of each of its turns ending the effect on a success. The dance lasts for a maximum of one minute or until you don't use your bonus action to continue the dance on your turn. A creature that cannot see you or one of your undead has advantage on the saving throw.

Soul Train

Beginning at 14th level you can collect souls from 30 ft. away and if you have at least half your maximum souls (rounded down) you have immunity to necrotic damage. You may now collect the souls of any creature except undead or constructs. You also gain a new way to use your souls:

Your souls can inhabit the bodies of undead you create. By expending a soul, that soul can possess the body, granting the undead form the traits the soul had in life as well as the Intelligence, Wisdom, and Charisma scores it had in life, in addition to the traits of your undead. The soul is limited by the form of the undead; for example, a dragon inhabiting the body of a human cannot use its breath weapon or flight but could still use its claw or bite attacks. A soul with the spellcasting trait requires some form of arcane focus, holy symbol, or druidic focus to use its spells, unless they are innate spells. If the soul had legendary actions, legendary resistances, or lair actions in life it does not have those traits while in the body of your undead.

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Expanded Spell List

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