

COLLEGE OF MOURNING

Bards of the College of Mourning defy common conceptions of bards as wide-eyed musicians and low brow jesters. Instead, bards at the College of Mourning focus on the finality of death as well as ways to temporarily suspend that finality. In some cultures these bards, known as mourners, are seen as the most reliable and honored go-betweens between the living and the dead while other cultures view mourners as either depraved or outright evil. Mourners tend to see themselves somewhere between those two extremes.

TOUCH OF THE GRAVE

Starting at 3rd level, you gain the *chill touch* cantrip. In addition, all necromancy school spells are considered bard spells for you.

DEATH BECOMES YOU

Starting at 3rd level, a creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a damage roll it just made. Additionally, when a creature you can see within 60 feet makes a death saving throw or saving throw against a Necromancy school spell you can use your reaction and spend an Inspiration Die to roll that die and add or subtract (your choice) the result from the death saving throw.

STYGIAN AUTHORITY

At 6th level, as an action you target one undead creature you can see within 30 feet. The creature must make a Wisdom saving throw. On a failed save, the creature must obey your commands for the next 24 hours or until you use this feature again. An undead whose challenge rating is equal to or greater than your bard levels is immune to this effect.

You can use this feature again after you have completed a long rest.

SHADOW OF DEATH

Starting at 14th level, you have resistance to necrotic damage. Additionally, any creature that has a Bardic Inspiration die from you has resistance to necrotic damage while that creature has the Bardic Inspiration die.

College of Mourning by

[/u/coolgamerta9bro](#)

<http://sterlingvermin.com/>

Art Credits in Order of Appearance

"Dirgesinger (from *Libris Mortis*)" by Unknown

"Desolated church" by Merl1ncz

