# College of Bloodsinging

Bards of the College of Bloodsinging create macabre pieces of art that can slow down or speed up the flow of blood in others' veins. Known as Bloodsingers, these bards perform the art of necromantic magic and mimic the necrotic melodies of blood flowing through the veins. They are also capable of using weapons to shed blood.

Trained Bloodsinger

When you join the College of Bloodsinging at 3rd level, you either gain proficiency with one medium armor of your choice and one martial weapon of your choice that deals piercing or slashing damage, or learn two necromancy cantrips of your choice from any spell list. These cantrips count as bard cantrips for you.

Bloodsinging

At 3rd level, your performance can invoke the power within others' blood. If a creature has a Bardic Inspiration die from you and makes a successful spell or weapon attack, the creature can roll one of its own Hit Dice, spending it, and add the result to the damage
of the attack. This Hit Die counts against the maximum number of Hit Dice that the creature can spend before
finishing a long rest or recovering spent Hit Dice in any other way.

Blood Macabre

Starting at 6th level, you can perform the art of life and death. As a bonus action, you can start playing a melody or performing another form of art that is specific to Bloodsingers. When you start to perform, you choose one ally and one other creature, both of whom are able to hear or see you, and both of whom are within 60 feet of you. Until the end of their next turn, the chosen ally has a +1 bonus to attack rolls, has advantage on death saving throws, and the chosen creature takes necrotic damage equal to your Bardic Inspiration die if it takes an action, a bonus action, or a reaction. The target can take this damage only once per turn.

Once you start performing the Blood Macabre, you can keep performing by spending your bonus action on consecutive turns, for up to 1 minute. This requires concentration as if concentrating on a

spell. Also, you can choose different targets at the start of each of your turns.

You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest.

Master Bloodsinger

Starting at 14th level, you perfect the art of bloodsinging. Either you choose a type of weapon that you are proficient with and have advantage on attack rolls made with it, or you learn one 1st level necromancy spell of your choice from any spell list. This spell counts as a bard spell, and you can cast it at its base level without expending a spell slot.

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