



## BARD COLLEGE

### COLLEGE OF FIRE DANCING

Bards from the college of fire dancing are known for their fantastic and often frightening pyrotechnic performances. Skilled with flaming torches and fire magic like no other, these bards ride the line between breathtaking performance and fiery disaster, keeping their audiences on the edge of their seats the whole time.

These bards tend to be extreme thrill-seekers. When they tire of their performing routines, they will often take up adventuring for long stretches of time as they seek to master their art in a variety of deadly new situations where their talents can truly flare.

#### PYROTECHNICS

##### *3rd Level College of Fire Dancing feature*

When you join this college, you automatically learn *burning hands* and it no longer requires somatic components when you cast it. You also learn your choice of any cantrip from any spell list that deals fire damage and no other damage type. These count as bard spells for you and don't count against your total number of known spells.

Additionally, whenever you would learn a new spell or cantrip from the bard spell list, you may instead learn a spell or cantrip from any class spell list of the equivalent level that deals damage. This spell must deal fire damage but no other type of damage, and it now counts as a bard spell for you.

#### TORCH MASTER

##### *3rd Level College of Fire Dancing feature*

You gain mastery with torches. You may treat lit torches as simple weapons with which you are proficient, they may serve as a spellcasting focus for your bard spells, and you may also light a torch as part of an attack you make with it.

Lit torches deal 1d6 fire damage and have the finesse, light, and thrown (range 20/60) properties.

Additionally, when you cast a bard cantrip that deals fire damage while holding no objects other than torches, you may make one weapon attack with a torch as a bonus action. You don't add your ability modifier to the damage of this bonus attack unless that modifier is negative.



#### LIGHT UP THE STAGE

##### *3rd Level College of Fire Dancing feature*

You may use a bonus action or action to expend a use of your Bardic Inspiration to turn the battlefield into a burning stage.

When you use your bonus action or action this way, you begin drawing a 5-foot wide, 5-foot tall line of fire along a surface anywhere within 10 feet of you. The line does not need to be straight, but it must be continuous and can be up to 20 ft. in length. You draw the line over the course of your turn, and you may use your movement as you create it. The line is completed at the end of your turn or when it reaches its maximum length.

If you extend the line through a creature's space, it takes fire damage equal to a roll of your Bardic Inspiration die. A creature that moves into the space of the fire for the first time on a turn or ends its turn there takes the fire damage again. You can choose to have yourself or any other creature of your choice within 15 feet of you be immune to the damage.

The line of fire lasts for 1 minute or until you use this feature again.

The maximum length of the line of fire and its height increase when you reach certain levels in this class, increasing to 30 ft long and 10 feet tall at 5th level, 40 ft long and 15 feet tall at 10th level, and 50 ft long and 20 feet tall at 15th level.

## FIERY VIRTUOSO

*6th Level College of Fire Dancing feature*

You gain resistance to fire damage, and taking fire damage can't cause you to lose concentration on spells. If you already have fire resistance from another source, you instead have advantage on Dexterity saving throws against effects that would deal fire damage to you.

Additionally, whenever you take fire damage or cast a spell of 1st level or higher that deals fire damage, you gain a Bardic Inspiration die. It lasts until the end of your next turn and can be used only to add to the result of a Charisma (Intimidation) check, Charisma (Performance) check, attack roll made with a torch, or a damage roll of a torch attack.

## AWE-INSPIRING INFERNO

*14th Level College of Fire Dancing feature*

When you start your turn, you may begin a grand and terrifying performance of flame that leaves your foes in a state of fear and wonder. Until the start of your next turn, any time you hit a creature with an attack roll dealing fire damage or a creature fails a saving throw against one of your spells or abilities that deals fire damage, if you can see that creature, you can cause it to be frightened for 1 minute. While frightened this way, the creature treats all sources of fire as the source of its fear. A creature can ignore the movement restrictions of the fear if it is standing in a source of fire.

Creatures frightened this way can make a Wisdom saving throw against your spell save DC at the end of each of their turns, ending the fear on a success. If the creature is within 5 feet of a source of fire, it has disadvantage on this save.

Once you use this ability, you cannot do so again until you complete a short or long rest.

## ART CREDIT

- Spikewheel Acrobat - Deruchenko Alexander, Wizards of the Coast.
- Theater of Horrors - Daarken, Wizards of the Coast.



### **1.0.1 CHANGES**

- Changed the maximum length of the fire produced by Light Up the Stage to be a fixed value based on your bard level rather than basing it off of a roll of your bardic inspiration die
- Wording change to Fiery Virtuoso that prevents extra damage from being applied to multiple creatures for cantrips that deal damage to multiple creatures

### **1.0.2 CHANGES**

- You may now light a torch as part of the attack you make with it.
- Added a height to Light up the Stage and allowed the bard and other creatures near it to automatically succeed on their saving throws against the effect.
- You can now choose what creatures are frightened by Inspiring Inferno.

### **1.1.0 CHANGES**

- Document clean up
- Burning hands no longer requires somatic components

### **1.1.1 CHANGES**

- Typo fixes

### **1.2.0 CHANGES**

- Add rider that you can't lose concentration due to fire damage to fiery virtuoso
- Rename Awe Inspiring Inferno to Pyrophobia
- You must only be holding torches for to make a torch attack as a bonus action for Torch Master
- Second Part of Fiery Virtuoso redone.
- Pyrophobia no longer treats you as source of fear and uses your spell save, creatures only have disadvantage on the saving throw if they are within 5 feet source of fire, and creatures can ignore the move restrictions of the fear if it standing in a source of fire.
- Light up the Stage can use a bonus action and deals less damage but does not require a saving throw for moving into the space or ending your turn in it.