



# BLOOD OF THE CRADLE



# THE COLLEGE OF THE LIGHTNING DANCER

A NEW BARDIC COLLEGE

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CRADLE



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# THE COLLEGE OF THE LIGHTNING DANCER

The clouds soon roll in warning of an incoming and powerful storm which will eventually provide the sands with a vital resource. The danger is imminent, and yet the onlookers cannot help watching the sky as bolts of light dance across the sky with such grace and beauty. This is the image every Lightning Dancer Bard hopes to accomplish; to be both incredibly dangerous and captivating.

Guided by the influence of Ishtar, you perfectly blend the arts of performance and the danger of the storm. Using her gifts, your grace pleases the goddess as well as the crowds.

## BONUS PROFICIENCIES

When you join the College of the Lightning Dancer, at 3rd level, you gain proficiency with the whip. Your whip may also serve as a focus for your spell casting.

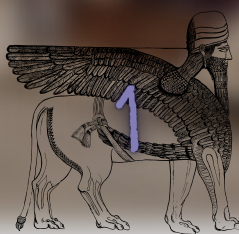
You also learn the Lightning Lure cantrip.

If you are not yet proficient in persuasion, deception, or performance, you may become proficient in one of these skills.

## LIGHTNING WHIP

When you hit with your whip, you may expend one of your bardic inspiration dice to deal an additional 2d6 lightning damage. Upon a successful hit, the target must succeed on a dexterity saving throw or the next attack roll against an affected creature or object has advantage as long as the attacker can see it.

The lightning damage increases when you reach certain levels in this class, increasing to 3d6 at 5th level, 5d6 at 10th level, and 8d6 at 15th level.



# BEGUILING DANCE

At 6th level, you learn to dance with such irresistible elegance that it will distract your enemies

You may expend your entire move action to begin your dance. All enemies within 10 feet that can see you must make a Wisdom saving throw against your spell save DC or be charmed by you or another creature of your choice for a number of rounds equal to your charisma modifier. The target(s) may attempt another Wisdom saving throw at the end of their turn and if successful, they are then immune to your dance's effects.

Once you use this feature, you can't use it again until you finish a short or long rest.

# DANCE OF THE STORM

At 14th level, you gain the ability summon the very heart of the storm from the skies and reigning electrical devastation upon your enemies

While performing your Beguiling Dance, you may use it to cast Chain Lightning instead of using its charming effect. All targets who are hit with the lightning and fail their dexterity saving throws are stunned until the start of the Lightning Dancer's next turn.

