



BARD COLLEGE

COLLEGE OF ELEMENTS

Bards of this college train in magical techniques not normally known to other bards: the manipulation of primal elemental forces. These bards see the primordial forces of lighting, fire, and ice how a painter views oils and a canvas. They shape these elemental forces into dazzling and deadly displays. The performances of these elemental bards are truly a visual special. In combat, they weave through the fray, utilizing different elements to match the needs of any given situation, always doing so with artistic flair.

ELEMENTALIST'S PALETTE

3rd Level College of Elements feature

You've learned to tap into elemental magics. When your spellcasting feature lets you learn a bard cantrip or a bard spell of 1st level or higher, you can choose the new spell from the sorcerer spell list or the bard spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a bard spell for you.

You also learn the *chromatic orb* spell. It is a bard spell for you, but it doesn't count against your number of bard spells known, and you may cast it without material components.

Additionally, whenever you make a Charisma (Performance) check, if you have cast a conjuration or evocation spell of 1st level or higher since the beginning of your last turn, you can increase the result of the check by the level of the spell cast.

KINETIC ARTISTRY

3rd Level College of Elements feature

You may use a bonus action to expend a use of your Bardic Inspiration to dash. When you take this bonus action, choose one of the following additional effects:

Cold. Icy water swirls around you. Until the end of your turn, you can move across the surface of water as if it were harmless solid ground. Additionally, when you leave a space within 5 feet of a creature, you can force that creature to make a Strength saving throw against your spell save DC.



On a failed save, the creature is knocked prone. A creature can be affected by the water only once each turn.

Fire. Flames wreath your steps. Once before the end of your turn, you can force each creature within 5 feet of you to make a Dexterity saving throw against your spell save DC. On a failure, a creature takes fire damage equal to a roll of the Bardic Inspiration die used + your Charisma modifier.

Lightning. You take on a nimble lightning form. Until the end of your turn, you can move through the space of other creatures, and you do not provoke opportunity attacks. If you end your turn inside a creature's space, you are pushed into the nearest unoccupied space.

When you give a creature a Bardic Inspiration die, you can infuse it with cold, fire, or lightning. The creature can use the Bardic Inspiration die to dash as a bonus action and gain an additional effect based on which damage type it was infused with, as shown by the options above.

CREATIVE OUTBURST

6th Level College of Elements feature

You and others you inspire are infused with even more magnificent elemental power. When you cast a spell of 1st level or higher level that deals cold, fire, or lightning damage, you can use your Kinetic Artistry feature on yourself without expending a use of Bardic Inspiration. The effect you gain matches the damage type of the spell. If the spell can deal multiple types of damage, you can choose which one to use.

Additionally, a Bardic Inspiration die infused with cold, fire, or lightning from your Kinetic Artistry feature provides additional effects based on the elemental type it is infused with, as detailed below:



Saving Throw. Immediately after the creature rolls the Bardic Inspiration die and adds it to a saving throw, it gains resistance to the infused damage type until the end of the turn.

Attack Roll. If an attack with a Bardic Inspiration die added to its attack roll hits a creature, the creature takes additional damage of the infused damage type equal to a roll of the Bardic Inspiration die used. The creature then suffers an additional effect based on the damage type:

- **Fire.** The target takes additional fire damage equal to a roll the Bardic Inspiration die used.
- **Cold.** The target's speed is reduced by 10 feet until the end of its next turn, as it becomes encrusted with ice.
- **Lightning.** The target is unable to take reactions until the end of its next turn, as electricity courses through it.

MAELSTROM MUSE

14th Level College of Elements feature

The artistry of your elemental spells is an inspiration to others. When you cast a spell of 4th level or higher that deals cold, fire, or lightning, you can choose a creature other than yourself within 60 feet of you who can see the spell. That creature gains a Bardic Inspiration die infused with the same damage type as the spell. The size of the die depends on the level of the spell, as listed below.

Spell Level	Bardic Inspiration Dice Size
4	d4
5	d6
6	d8
7	d10
8 or 9	d12

NEW AND REVISED SPELLS

FLAME ARROWS

2nd-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Artificer, Druid, Ranger, Sorcerer, Wizard,

You touch up to twelve arrows or bolts. When a target is hit by a ranged weapon attack using one of these pieces of ammunition, the target takes an extra 1d6 fire damage, and if it is a flammable object, it is ignited. The spell's magic ends on the piece of ammunition when it hits or misses a target, and the spell ends when all the ammunition has lost its magic.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 3rd.

FLAME BLADE

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S M (leaf of sumac)

Duration: Up to 10 minutes

Classes: Druid, Sorcerer

You evoke a fiery blade, similar in size and shape to a scimitar, in your free hand. When you cast this spell, you may make two melee spell attacks with the blade against any targets within your reach. On a hit, a target takes fire damage equal to $1d6 + \text{your spellcasting ability modifier}$.

The blade remains for the spell's duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action. You can make the two attacks with the blade again on each of your turns as an action. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you may make one additional attack with the blade per action for every two slot levels above 2nd.

FROST NOVA

3rd-level evocation

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Instantaneous

Classes: Wizard, Sorcerer

You cause a ring of ice and frost to burst out from you to a radius of up to a 20-feet. Each creature other than you in that area must make a Constitution saving throw. On a failed save, a creature takes 4d8 cold damage, and until the end of your next turn, its speed is reduced by 20 feet, and it has disadvantage on weapon attack rolls. On a successful save, a creature takes half as much damage and suffers no other effects.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, both the damage increases by 1d8 and the maximum possible radius increases by 5 feet for each slot level above 3rd.

OVERDRIVE

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a strand of horse hair)

Duration: Concentration, up to 10 minutes

Classes: Artificer, Sorcerer, Wizard,

You touch a creature, causing it to become electrically charged. Until the spell ends, the target's speed is doubled, it has advantage on Dexterity saving throws, and all its unarmed strikes and attacks with melee weapons made of metal deal an extra 2d6 lightning damage on hit.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for every two levels above 5th.

SNILLOC'S SNOWBALL SWARM

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S M (a piece of ice or a small white rock chip)

Duration: Up to 10 minutes

Classes: Druid, Sorcerer, Wizard

You summon a flurry of magic snowballs to bombard your enemies. When you cast the spell, you may make two ranged spell attacks with the snowballs against any targets within 90 feet of you. On a hit, a target takes cold damage equal to 1d4 + your spellcasting ability modifier. During the spell's duration, you can use an action to form two more snowballs and make the attacks again.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you may make one additional snowball attack per action for every two slot levels above 2nd.



STATIC FIELD

2nd-level evocation

Casting Time: 1 reaction, which you take in response to being hit with a melee attack by a creature.

Range: Self

Components: V, S, M (a piece of wool or copper wire)

Duration: 1 minute

Classes: Artificer, Sorcerer, Wizard

You cause yourself to become electrically charged for the duration of the spell and immediately deal 1d8 lightning damage to your attacker. Until the spell ends, whenever a creature hits you with a melee attack, you can use your reaction to discharge electricity from yourself and deal 1d8 lightning damage to the attacker.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

WITCH BOLT

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S M (a twig from a tree that has been struck by lightning)

Duration: Up to 1 minute

Classes: Sorcerer, Warlock, Wizard

When you cast this spell, and as an action each round for the duration, you can make a ranged spell attack that targets one creature. On a hit, the target takes 1d12 lightning damage and a sustained arc of lightning forms between you and it. On each of your turns for the duration, you can use an action to automatically deal 1d12 lightning damage to one target with which you have an arc. The arc ends for a target if it is ever outside the spell's range or if it gains total cover from you. The spell also ends if you use your action to do anything other than attack or deal damage using this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial damage and automatic damage increase by 1d12 for every two slot levels above 1st.

ART CREDIT

- Efreet Flamepainter - Marta Nael, Wizards of the Coast
- Waterfall Aerialist - Lie Setiawan, Wizards of the Coast
- Creative Outburst - Igor Kieryluk, Wizards of the Coast

REVISIONS

1.0.0 CHANGES

- Public Release

1.0.1 CHANGES

- Creative Outburst attack roll reworded and Cold effect for the attack can be stacked.
- All wording of the Bardic Inspiration is changed from "to a roll of your bardic inspiration die" to "a roll of the bardic inspiration die used" to ease less confusion with Maelstrom Muse's smaller Bardic Inspiration Dice it makes.
- Flavor text added to Creative Outburst to Maelstrom Muse.

1.0.2 CHANGES

- Typo clean up

1.1.0 CHANGES

- Document clean up
- Update spell references

REFERENCED CONTENT

- Flame Arrows 1.0.0
- Flame Blade 1.0.0
- Frost Nova 1.0.0
- Overdrive 1.0.0
- Snilloc's Snowball Swarm 1.0.0
- Static Field 1.0.0
- Witch Bolt 1.0.0