



COLLEGE OF ELEMENTS NPCs

The following stat blocks can be used to describe non-player characters who are bards from the college of elements or have abilities similar to a bard from that college. You can choose the stat block that best aligns with the power level of the NPC.

SPECTACLE BARD

Medium humanoid (any race), any alignment

Armor Class 14 (leather armor)

Hit Points 36 (8d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	12 (+1)	10 (+0)	16 (+3)

Saving Throws Dex +5, Charisma +5

Skills Acrobatics +7, Perception +2, Performance +7

Senses passive Perception 12

Languages any two languages

Challenge 2 (450 XP)

Proficiency Bonus +2

Actions

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Spellcasting. The bard casts one of the following spells, requiring no components and using Charisma as its spellcasting ability spell (spell save DC 13, +5 to hit with spell attacks):

To further customize your NPC, apply the racial traits of whichever humanoid race you've chosen for it. You can also replace any of its known spells with spells of an equivalent level from the sorcerer or bard spell lists.

Cantrips (at will): *firebolt, ray of frost, shocking grasp*

1st level (4 slots): *burning hands, ice knife*, witch bolt***

2nd level (2 slots): *aganazzar's scorcher*, snilloc's snowball swarm**, static field***

*Found in *Xanathar's Guide to Everything*

**New or revised spell found later in this document

Bonus Actions

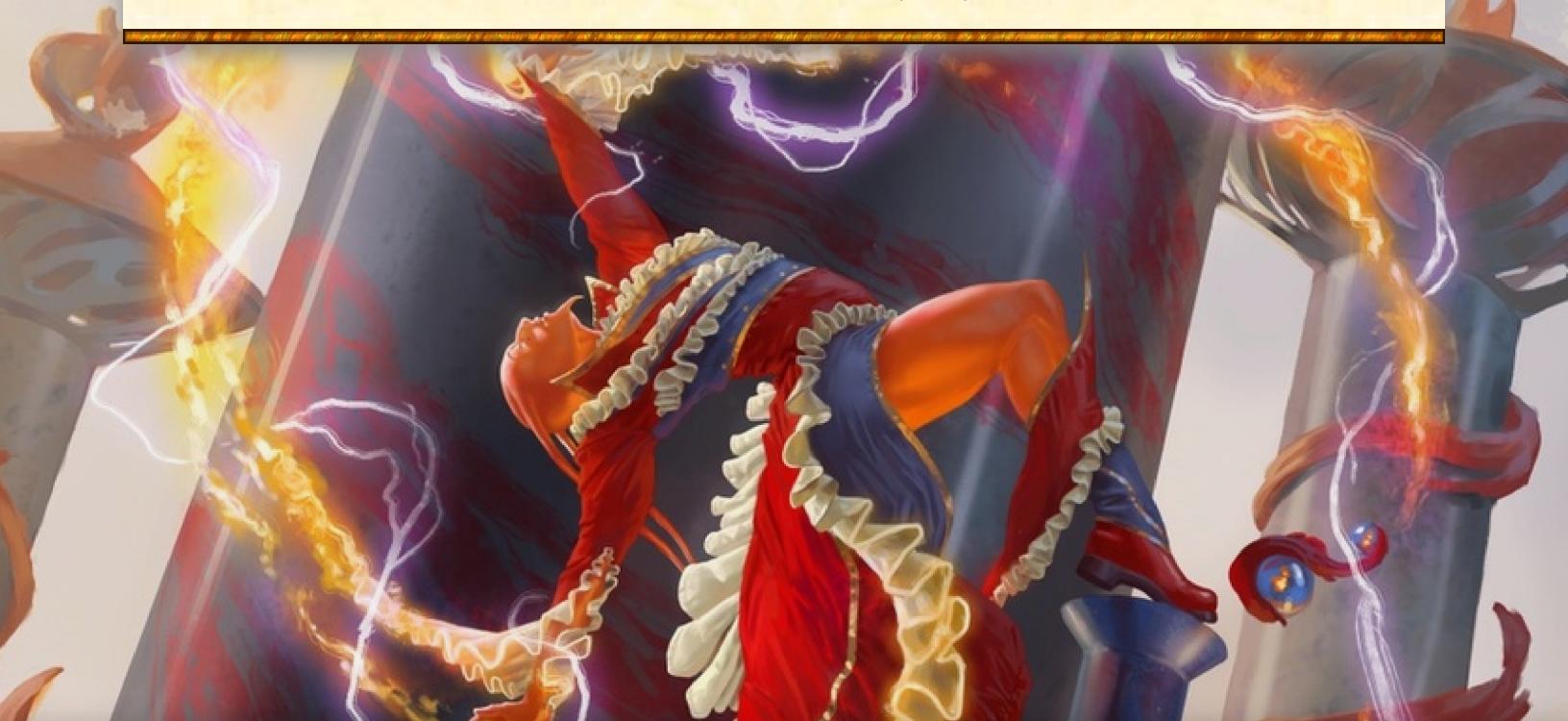
Kinetic Artistry (3/Day). The bard takes the dash action.

When it takes this action, it chooses one of the following additional effects:

Cold. Until the end of the bard's turn, it can move across the surface of water as though it is harmless, solid ground. Additionally, when it leaves a space within 5 feet of a creature, it can force that creature to make a DC 13 Strength saving throw. On a failed save, the creature is knocked prone. A creature can be targeted by this ability only once each turn.

Fire. Once before the end of the bard's turn, it can force each creature within 5 feet of itself to make a DC 13 Dexterity saving throw. On a failure, a creature takes 6 (1d6 + 3) fire damage.

Lightning. Until the end of the bard's turn, it can move through the space of other creatures, and it does not provoke opportunity attacks. If it ends its turn inside a creature's space, the bard is pushed into the nearest unoccupied space.





KINETIC ARTIST

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 91 (14d8 + 28)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	18 (+4)

Saving Throws Dex +6, Charisma +7

Skills Acrobatics +9, Performance +10, Perception +3

Senses passive Perception 13.

Languages any two languages

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Actions

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Spellcasting. The bard casts one of the following spells, requiring no components and using Charisma as its spellcasting ability spell (spell save DC 15, +7 to hit with spell attacks):

Cantrips (at will): *firebolt*, *ray of frost*, *shocking grasp*

1st level (4 slots): *burning hands*, *ice knife**, *witch bolt***

2nd level (3 slots): *aganazzar's scorching**, *snilloc's snowball swarm***, *static field***

3rd level (3 slots): *fireball*, *frost nova***, *lightning bolt*

*Found in *Xanathar's Guide to Everything*

**New or revised spell found later in this document

Bonus Actions

Kinetic Artistry. The artist takes the dash action. When it takes this action, it chooses one of the following additional effects:

Cold. Until the end of the artist's turn, it can move across the surface of water as though it is harmless, solid ground. Additionally, when it leaves a space within 5 feet of a creature, it can force that creature to make a DC 15 Strength saving throw. On a failed save, the creature is knocked prone. A creature can be targeted by this ability only once each turn.

Fire. Once before the end of the artist's turn, it can force each creature within 5 feet of itself to make a DC 15 Dexterity saving throw. On a failure, a creature takes 6 (1d8 + 4) fire damage.

Lightning. Until the end of the artist's turn, it can move through the space of other creatures, and it does not provoke opportunity attacks. If it ends its turn inside a creature's space, the artist is pushed into the nearest unoccupied space.

Reactions

Elemental Defense (4/Day) When another creature the artist can see within 60 feet makes a saving throw, that creature can roll a d8 and add the result to the save. The creature also gains resistance to either cold, fire, or lightning damage (artist's choice) until the end of the turn.

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.

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

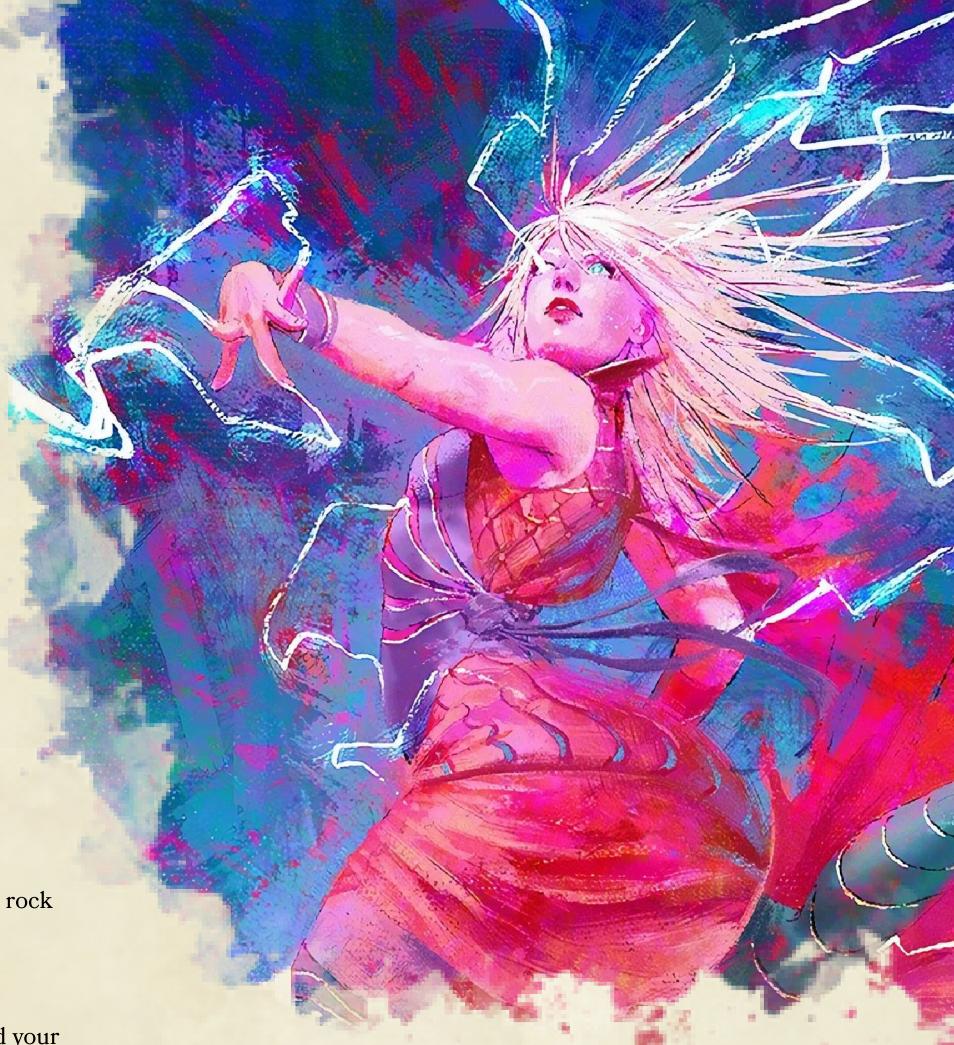
Components: V, S, M (a piece of wool or copper wire)

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

- Nassari, Dean of Expression - Jason Rainville, Wizards of the Coast
- Expressive Iteration - Anastasia Ovchinnikova, Wizards of the Coast
- Creative Outburst - Igor Kieryluk, Wizards of the Coast

1.0.0

- Public Release

1.0.1

- Typo clean-up
- Update HP
- Move Kinetic Artist statblock down

1.0.2

- Add referenced spells

REFERENCED CONTENT

- Frost Nova 1.0.0
- Snilloc's Snowball Swarm 1.0.0
- Static Field 1.0.0
- Witch Bolt 1.0.0