



COLLEGE OF

ILLUMINATION NPCs

The following stat blocks can be used to describe non-player character bards who are from the college of illumination or have abilities similar to a bard of that college. You can choose the stat block that best aligns with the power level of the NPC. 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 that are either from the bard spell list, deal radiant damage, or have a light radius.

ART CREDIT

- Breena, the Demagogue - Simon Dominic, Wizards of the Coast
- Arrogant Poet - Billy Christian, Wizards of the Coast



LIGHTSCRIBE

Medium humanoid (any race), any alignment

Armor Class 13 (leather)

Hit Points 39 (6d8 + 12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +4, Charisma +5

Skills Insight +3, Performance +7, Persuasion +7

Senses passive Perception 11

Languages any two languages

Challenge 2 (450 XP)

Proficiency Bonus +2

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spellcasting. The lightscribe casts one of the following spells, using Charisma as its spellcasting ability spell (spell save DC 13, +5 to hit with spell attacks):

Cantrips (at will): *light, minor illusion, sacred flame*

1st level (4 slots): *faerie fire, guiding bolt, sleep*

2nd level (2 slots): *darkness, enlarge/reduce, see invisibility*

Bonus Actions

Dramatic Spotlight (3/Day). The lightscribe conjures a magical spotlight focused on a creature it can see within 60 feet of it. The spotlight's size always matches the target creature's, and it will follow the target wherever it moves. The spotlight lasts for 1 minute or until the lightscribe is incapacitated or dismisses it (no action required).

While a spotlight is active, the lightscribe can use its bonus action to move it to another creature it can see within 60 feet of it. Additionally, if the spotlight's target drops to 0 hit points before the effect ends, it can use a bonus action on a subsequent turn to refocus the spotlight on a new creature.

An allied creature targeted by the spotlight gains the following benefits:

- It can see through magical and non-magical darkness out to 120 feet.
- The first time it deals damage on its turn, it deals an additional 1d6 radiant damage.
- It has advantage on Charisma checks.

An enemy creature targeted by the spotlight suffers the following effects:

- It loses all abilities that would allow it to see through darkness or turn invisible.
- The first time it deals damage on its turn, that damage is reduced by 1d6.
- It has disadvantage on Charisma checks.

RADIANT PROFESSOR

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 149 (23d8+46)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Dex +6, Charisma +7

Skills Insight +5, Performance +10, Persuasion +10

Senses passive Perception 12

Languages any two languages.

Challenge 8 (3,900 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 professor casts one of the following spells, using Charisma as its spellcasting ability spell (spell save DC 15, +7 to hit with spell attacks):

Cantrips (at will): *dancing lights, light, minor illusion, sacred flame*

1st level (4 slots): *faerie fire, guiding bolt, sleep*

2nd level (3 slots): *darkness, enlarge/reduce, see invisibility*

3rd level (3 slots): *daylight, dispel magic*

4th level (3 slots): *polymorph*

5th level (2 slots): *mass cure wounds*

6th level (1 slot): *sunbeam*

Bonus Actions

Dramatic Spotlight (4/Day). The professor conjures a magical spotlight focused on a creature it can see within 60 feet of it. The spotlight's size always matches the target creature's, and it will follow the target wherever it moves. The spotlight lasts for 1 minute or until the professor is incapacitated or dismisses it (no action required).

While a spotlight is active, the professor can use its bonus action to move it to another creature it can see within 60 feet of it. Additionally, if the spotlight's target drops to 0 hit points before the effect ends, it can use a bonus action on a subsequent turn to refocus the spotlight on a new creature.

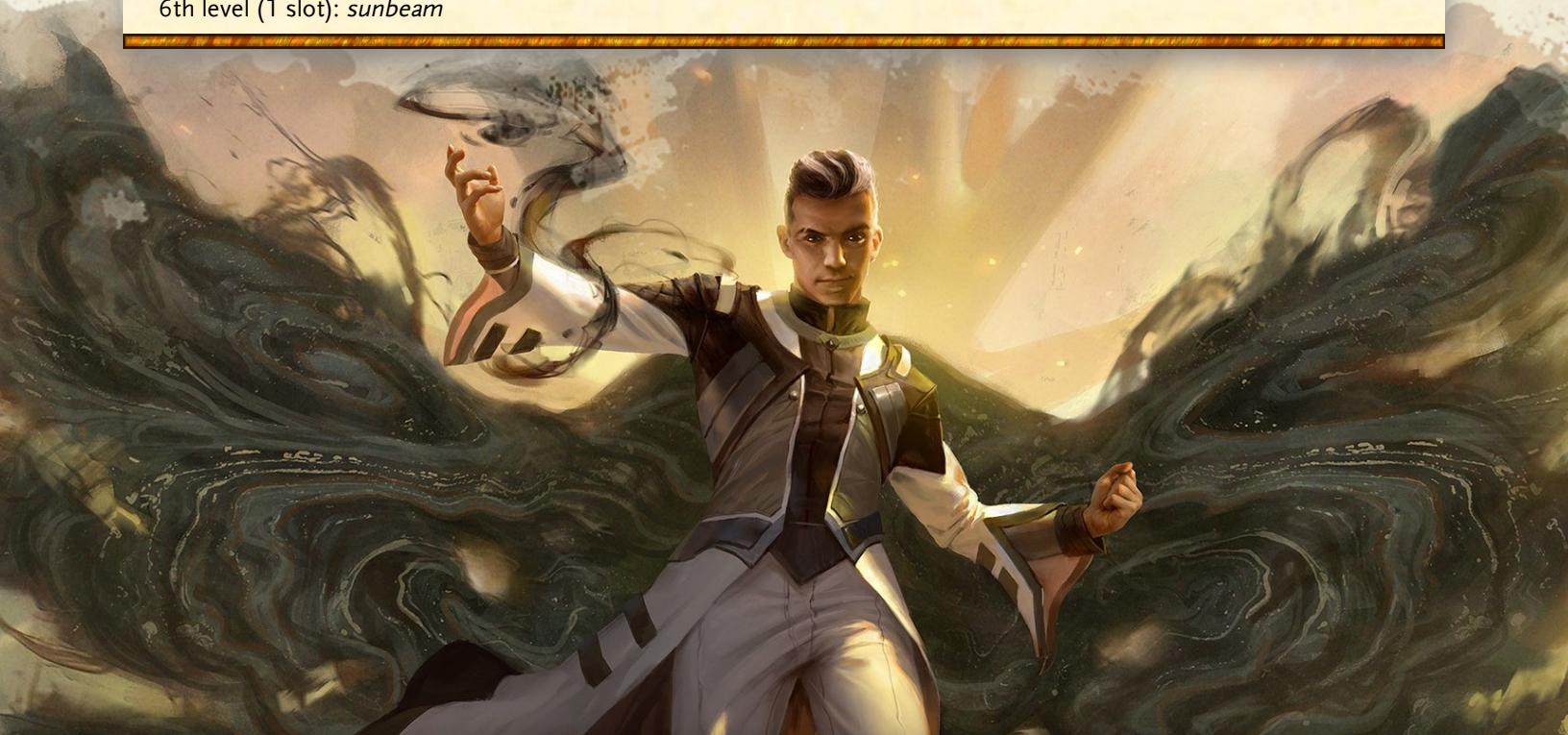
An allied creature targeted by the spotlight gains the following benefits:

- It can see through magical and non-magical darkness out to 120 feet.
- The first time it deals damage on its turn, it deals an additional 1d10 radiant damage.
- It has advantage on Charisma checks
- It gains a 30-foot fly speed.

An enemy creature targeted by the spotlight suffers the following effects:

- It loses all abilities that would allow it to see through darkness or turn invisible.
- The first time it deals damage on its turn, that damage is reduced by 1d10.
- It has disadvantage on Charisma checks

When an enemy is first targeted by the spotlight, it must succeed on a DC 15 Charisma saving throw or have its move speed reduced by 15 feet and be subjected to the effects of the *earthbind* spell (described in the *Elemental Evil Player's Companion*).



1.0.0 CHANGES

- Public Release

1.1.0 CHANGES

- Document cleanup