



## COLLEGE OF ELEMENTS NPCs

The following stat blocks can be used to describe non-player character bards from the college of elements 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 from the sorcerer or bard spell lists.

### SPECTACLE BARD

*Medium humanoid (any race), any alignment*

**Armor Class** 14 (leather armor)

**Hit Points** 36 (8d8+0)

**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, Performance +7, Perception +2

**Senses** passive Perception 12.

**Languages** - any two languages.

**Challenge** 2 (450 XP)      **Proficiency Bonus** +2

### 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 water surfaces as if they are 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. 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.

### 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 is a 3th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13 +5 to hit with spell attacks). It has the following spells prepared:

**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 scorch, snilloc's snowball storm, static field*

## ART CREDIT

- Nassari, Dean of Expression -  
Jason Rainville, Wizards of the Coast
- Expressive Iteration -  
Anastasia Ovchinnikova,  
Wizards of the Coast



## KINETIC ARTIST

Medium humanoid (any race), any alignment

**Armor Class** 15 (Studded leather)

**Hit Points** 104 (19d8+19)

**Speed** 30ft.

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

**Saving Throws** Dex +5 Charisma +7

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

**Senses** passive Perception 13.

**Languages** - any two languages.

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

### 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 water surfaces as if they are 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. 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.

### Actions

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

**Shortbow.** Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

**Spellcasting.** The artist is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15 +7 to hit with spell attacks). It has the following spells prepared:

**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 scorcher, snilloc's snowball storm, static field*

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

### Reactions

**Elemental Defense (4/Day)** When another creature the artist can see within 60 feet makes a saving throw, the creature can roll a 1d8 and add the number rolled to the save. The creature also gains resistance to either cold, fire, or lightning damage (artist's choice) until the end of the turn.