



## 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

When you join the college of elements at 3rd level, you learn 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.

Additionally, you 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.

Finally, 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

At 3rd level, 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:

**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 your bardic inspiration die + your Charisma modifier.



**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.

**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.

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

#### CREATIVE OUTBURST

Starting at 6th level, when you cast a spell of 1st level or higher level spell that deals cold, fire or lighting damage, you can use your Kinetic Artistry feature without expending a use of bardic inspiration. The effect you gain matches the damage type of the spell. If the spell can deal multiple damage types, you can choose which one to use.

Additionally, a bardic inspiration die infused with cold, fire or lightning from your Kinetic Artistry ability 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.** Immediately after the creature rolls the bardic inspiration die to adds it to an attack roll against a creature, the creature takes additional damage of the infused damage equal to a roll of your bardic inspiration Die. The creature then suffers an additional effected based on the damage type.

- **Fire.** The target takes additional fire damage equal to one roll of your Bardic Inspiration die.
- **Cold.** The target's speed is reduced by 10 feet until the end of its next turn, as it becomes encrusted with ice. A target can be affected by the ice only once per round.
- **Lightning.** The target is unable to take reactions until the end of its next turn, as electricity courses through it.

### MAELSTROM MUSE

Starting at 14th level, when you cast a spell of 4th level or higher that deals cold, fire or lighting, you can choose a creature other than yourself within 60 feet of you who can see the spell. That creature gains a Bardic Inspiration infused with the same damage type as the spell. The size of the dice 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

*3rd-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 and/or bolts. When a target is hit with a ranged weapon attack using one of these pieces of ammunition, it takes an extra 1d6 fire damage. Flammable objects that are hit are ignited. The spell's magic ends on the piece of ammunition when it hits or misses a target, and the spell ends when all of 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 (a leaf of sumac)

**Duration:** Up to 10 minutes

**Classes:** Druid, Sorcerer

You evoke a fiery blade similar to the size and shape of a scimitar in your free hand. When you cast the spell, you may make two melee spell attacks with the blade against any creatures within your reach. On a hit, the 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

*3th-level Conjuration*

**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 expand out from you up to a 20-foot radius. 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 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, the damage increases by 1d8 and the you may increase the radius by 5 feet for each slot level above 3th.

## 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 it makes with a melee weapon made of metal deal an extra 2d6 lightning damage on hit.

## SNILLOC'S SNOWBALL STORM

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Self

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

**Duration:** Up to 10 minutes

**Classes:** Druid\*, Sorcerer, Wizard

You summon magic snowballs to bombard your enemies. When you cast the spell, you may make two ranged spell attacks with them against any creatures within 90 feet of you. On a hit, the target takes cold damage equal to  $1d4 + \text{your spellcasting modifier}$ . You can form two more snowballs and repeat the attacks on each of your turns as an action.

**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 levels above 2nd.

## STATIC FIELD

*2st-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (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. 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 2d6 lightning damage to the attacker.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 3rd.

## 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 on each of your turns for its duration, you can make a ranged spell attack that targets one creature within range. On a hit, the target takes  $1d10$  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  $1d10$  lightning damage to one target with which you have an arc. The arc ends if the target is ever outside the spell's range or if it has total cover from you. The spell ends if you use your action to do anything other than attack or deal damage using this spell or if you are incapacitated.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the initial damage and automatic damage increase by  $1d10$  for each slot level above 1st.

# 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.

## 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.

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.

**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.

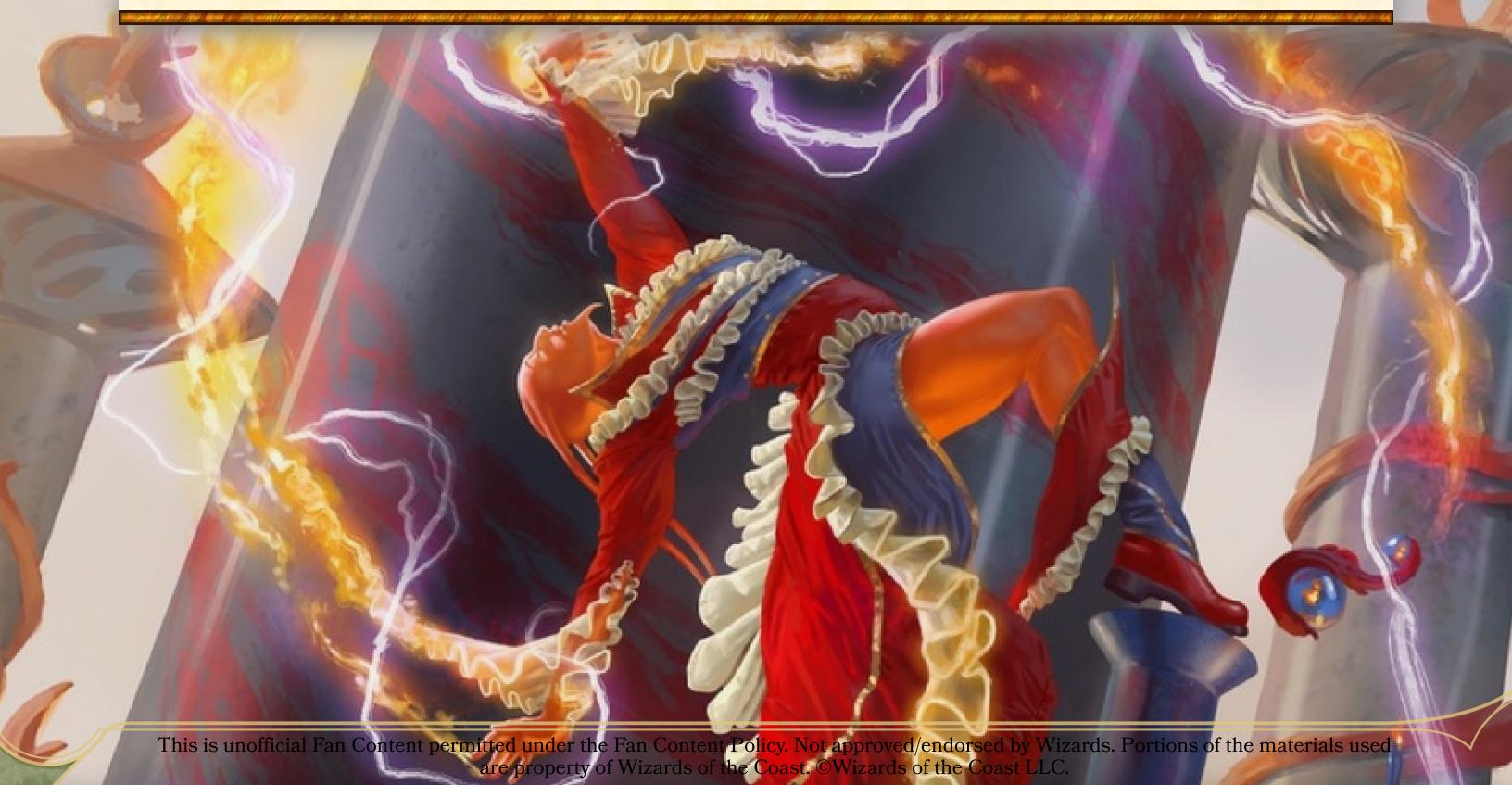
**Shortbow.** Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

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



# 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
- 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.