

BARDIC COLLEGES

The way of a bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

COLLEGE OF PAINT

Bards of the College of Paint, simply called master painters, are more skilled with a paintbrush than a swordsman is with a blade. Masters of hues and form, their skill is so refined and their portraits so lifelike, they can call upon the paint itself to assume life and aid their cause.

BONUS PROFICIENCIES

By 3rd level, you are masterful with a pen, paintbrush, and canvas. You can speak, read, and write one additional language of your choice and you have proficiency with painter's supplies. You also have advantage on any ability check involving painting or illustration.

CONJURE INKLING

At 3rd level, you learn the *conjure inkling* cantrip, detailed below.

CONJURE INKLING

Conjuration cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a bottle of ink)

Duration: Instantaneous

You can imbue a one-ounce bottle of ink with temporary life, creating an inkling. Your inkling acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. An inkling can't attack, but it can take other actions as normal. You can use your action to communicate with your inkling telepathically. You can only have 1 inkling at a time.

When the inkling drops to 0 hit points, it disappears, leaving a splotch of ink where it died. Your inkling also dies if it moves more than 60 feet from you, or spends more than 10 minutes outside of its bottle. As a bonus action, you can dismiss your inkling, returning the ink to its bottle.

Finally, when you cast a spell with a range of touch, your inkling can deliver the spell as if it had cast the spell. Doing so instantly destroys your inkling.

SLING PAINT

Starting at 6th level, you can fling paint from your brush as a long tendrill of vibrant color. You can treat it as a magic whip dealing 1d8 damage which you are proficient with. You have a +1 bonus to attack and damage rolls made using this weapon. On a critical hit, the target must make a Constitution saving throw or be blinded by paint for 1 minute.



INKLING

Tiny elemental, unaligned

Armor Class 9

Hit Points 1 (1d4 - 1)

Speed 15 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 3 (-4) | 3 (-4) | 3 (-4) | 3 (-4) | 3 (-4) | 4 (-3) |

Senses blindsight 30 ft. passive Perception 6

Languages understands Common but can't speak

Challenge 0 (0 XP)

Amorphous. The inkling can move through a space as narrow as 1/8 inch wide without squeezing.

Ink Blot. The inkling can leave messages behind in ink wherever it moves.

PAINT GOLEM

At 14th level, you can conjure life into a bucket of paint, by expending a Bardic Inspiration Die during a 10 minute ritual, transforming it into a paint golem. Your paint golem rolls its own initiative and acts on its own turn. You can mentally command your golem as a bonus action. You decide what action the creature will take and where it will move during its next turn (your paint golem is vaguely humanoid and is can perform any action a normal humanoid can), or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the golem only defends itself against hostile creatures. Once given an order, the golem continues to follow it until its task is complete. You can only have 1 paint golem at a time.

Your paint golem dries out if it remains conjured for 12 hours and can return it to its container as a bonus action. Your golem can't willingly move more than 100 feet from you.

Finally, when you cast a spell with a range of touch, your paint golem can deliver the spell as if it had cast the spell.

PAINT GOLEM

Medium ooze, unaligned

Armor Class 15 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 25 ft., climb 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 16 (+3) | 14 (+2) | 16 (+3) | 1 (-5) | 6 (-2) | 5 (-3) |

Damage Resistances acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 11

Languages -

Challenge 6 (2300 XP)

Amorphous. The paint golem can move through a space as narrow as 1 inch wide without squeezing.

Ink Blot. The paint golem can leave messages behind in ink wherever it moves.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., *Hit:* 10 (2d6+3) bludgeoning damage.

