



Credit: Sandara

## COLLEGE OF VISUAL ARTS

Not all bards entice, charm, amuse or even intimidate with just music alone. Some bards, such as those that join the College of Visual Arts take to painting, sculpture, and other forms of artistic expression to weave their tales and cast their enchantments.

Much like bards in general, no two participants of the College of Visual Arts are the same. Some see wonderment and joy in the world and show it in their work. While other visual bards might see only gloom and shadow with a palette to match.

### COLLEGE OF VISUAL ARTS FEATURES

Bard Level	Feature
3rd	Bonus Proficiencies, Spellcasting Focus, Life Painting
6th	Masterpiece
14th	Lifelike Work

### BONUS PROFICIENCIES

When you join the College of Visual Arts at 3rd level, you gain proficiency with painter's supplies artisan's tools.

### SPELLCASTING FOCUS

You can use painter's supplies as a spellcasting focus for your bard spells.

### LIFE PAINTING

Starting at 3rd level, you can use your magic to command a creature to stop what it's doing and model for you.

As an action, you can expend one use of your Bardic Inspiration and choose a creature that you can see within 10 feet of you. The target must succeed on a Wisdom saving throw versus your spell save DC or become magically restrained until the start of your next turn. On each subsequent turn, you can use your action to continue this effect, allowing the creature to make another Wisdom saving throw to end the effect on itself.

### MASTERPIECE

At 6th level, you have learned to create works of art so great, they can affect the minds of those who view them. Once per week, if you spend 8 hours creating a painting or a sculpture using at least 100gp of materials, you can imbue the art with power that will later unleash a magical effect on any creature that sees it. You may only have one masterpiece at a time.

The power within the art object is nearly undetectable and requires a successful Intelligence (Arcana) check against your spell save DC to be noticed.

Once you verbally present your masterpiece, the magic within is triggered. The masterpiece's magic fills an invisible 60-foot-radius sphere centered on the masterpiece for 1 hour, after which time the art object is no longer your masterpiece and its magic ceases to function. Each creature in the sphere that can see the masterpiece is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there. Creatures with an Intelligence score of 4 or less aren't affected.

Choose one of the following options below for its effect:

**Anger.** Each target must make a Wisdom saving throw versus your spell save DC. On a failed save, the creature becomes charmed by you for 1 minute. While charmed in this way, the creature has advantage on all of its attack rolls. In addition, all attack rolls made against the creature are done so at advantage. The creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the effects of this masterpiece for the next hour.

**Beauty.** Each target must make a Wisdom saving throw versus your spell save DC. On a failed save, the creature becomes charmed by you for 1 minute. While charmed in this way, the creature regards you as a friendly acquaintance. When the effect ends, the creature knows it was charmed by you. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the effects of this masterpiece for the next hour.

**Depression.** Each target must make a Wisdom saving throw versus your spell save DC. On a failed save, the creature becomes charmed by you for 1 minute. While charmed in this way, the creature has disadvantage on ability checks and saving throws for the duration. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. When the effect ends, the creature knows it was charmed by you. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the effects of this masterpiece for the next hour.

**Hilarity.** Each target must make a Wisdom saving throw versus your spell save DC. On a failed save, the creature becomes charmed by you for 1 minute. While charmed in this way, the creature falls prone, becoming incapacitated and unable to stand up for the duration. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. When the effect ends, the creature knows it was charmed by you. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the effects of this masterpiece for the next hour.



## LIFELIKE WORK

Beginning at 14th level, you've mastered your craft to the point where your paintings and sculptures seem like they could leap to life; because they can! Once per week, if you spend 8 hours creating a painting or a sculpture using at least 100gp of materials, you can create a construct that serves you. If you paint a portrait, it becomes a painted facsimile. And if you sculpt a statue, it becomes a sculpted facsimile.

On each of your turns, you can use a bonus action to mentally command the creature you made with this effect if the creature is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 1 week, after which it stops obeying any command you've given to it and once again becomes a mundane painting or statue. You can use this same effect again to "touch-up" the creature, at which point its hit points are returned to their full amount and it once again is under your control for another week. You may not have more than one creature at a time created by this effect.

## NEW MONSTERS: FACSIMILES

When a bard uses its Lifelike Works feature, it can create a painted facsimile or a sculpted facsimile. Here are the statistics for both of those creatures.

A high-level bard of the College of Visual Arts that spends 8 hours painting or sculpting a living creature's likeness is able to capture its essence. Once the bard is complete (signing or carving his or her name somewhere on the work), the art creation takes on a life of its own. From there, these facsimiles follow the commands of its creator without question.

**Construct Nature.** A facsimile doesn't require air, food, drink, or sleep.

### PAINTED FACSIMILE

Powerful bards of the College of Visual Arts are such accomplished artists that they can create paintings that leap from the canvas; literally!

Due to their two-dimensional forms, painted facsimiles almost seem ghostlike. They are often used for stealth purposes, able to spy on a bard's enemies on their behalf.

### SCULPTED FACSIMILE

A bard that prefers to use clay to create his art may create a sculpted facsimile.

While stronger than the painted facsimiles, sculpted facsimiles are still soft clay. However, these facsimiles use their soft nature to their advantage as they're able to disarm and engulf opponents that they catch off guard.



Credit: Chris Beatrice

## PAINTED FACSIMILE

*Medium construct, unaligned*

**Armor Class** 12

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	5 (-3)	11 (+0)	1 (-5)

**Skills** Stealth +4

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 1/2 (100 XP)

**Amorphous.** The facsimile can move through a space as narrow as 1 inch wide without squeezing.

**False Appearance.** While the painted facsimile remains motionless against a floor, wall, or another broad, flat surface, it is indistinguishable from an ordinary painting.

**Water Susceptibility.** For every 5 feet the painted facsimile moves in water, or for every gallon of water splashed on it, it takes 4 (1d8) necrotic damage. The painting's hit point maximum is reduced by an amount equal to the necrotic damage taken.

### Actions

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) bludgeoning damage.

**Paint Flick.** The facsimile targets one creature it can see within 15 feet of it. The creature must make a DC 12 Constitution saving throw or become blinded until the end of its next turn.

## SCULPTED FACSIMILE

Medium construct, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	3 (-4)	8 (-1)	1 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands the languages of its creator but can't speak

**Challenge** 1 (200 XP)

**Cook.** If the facsimile takes fire damage, its Dexterity score is reduced by 2, its speed is reduced by half and its Soft Clay feature no longer functions (any weapons previously stuck in the clay are still stuck and require a Strength check to remove, however). If the facsimile's Dexterity score is reduced to 0 it is destroyed.

**False Appearance.** While the sculpted facsimile remains motionless it is indistinguishable from an ordinary statue.

**Soft Clay.** Whenever an attacker deals damage with a melee weapon attack against the facsimile, it must succeed on a DC 13 Strength or Dexterity saving throw (the target's choice) or the attacker's weapon becomes lodged in the facsimile. The attacker has advantage on the saving throw if the weapon is held in two or more hands. If the weapon is a held weapon, the creature drops it. The attacker can recover its lost weapon by using its action to make a DC 13 Strength check while within 5 feet of the facsimile. If the weapon is a natural weapon or an unarmed strike the attacker is grappled (Escape DC 13). While grappled, the target is restrained.

### Actions

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage. Instead of dealing damage, the facsimile can grapple the target (Escape DC 13). A target grappled by the facsimile is restrained.



## THANKS FOR READING!

This bard college was created as part of a contest on my Instagram page which you can learn more about at:

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