

# CHROMA SPLASH

## WHAT'S INCLUDED

This month's theme is paint! We're featuring two paint-based subclasses: the Ink Spirit Patron Warlock and the Way of the Virtuoso Monk. Additionally, a new spell, Estelle's Pot of Pigments, which allows you and your allies to paint magical extensions onto your weapons. Lastly, you can wield the Infantry Canvas, a magic shield woven from gold that summons an army of painted warriors to fight by your side!

## ARTISTRY IN MAGIC

Art has always been a part of the arcane, whether in the charcoal rune circles of early druidic ritual magic or the modern-day inks and dyes that make up the scrolls, runes, and circles mages utilize on a day-to-day basis. So, it only stands to reason that some mages began to believe that the artistry wasn't merely a by-product of the magic but a core requirement for its evocation. Several sects of practitioners began researching how varying colors, strokes, and patterns affected how magic manifested, and they discovered several interesting details.

Magic, whether Arcane, Divine, Primal, or Occult, requires some level of artistry to manifest properly, and the flow of magic through these means is heavily susceptible to interruption, modification, and enhancement at the behest of artistic interpretations.

Among the many people who researched this phenomenon, Astelle Khloraine, the Riposte of the High Guard, was at the forefront of the field. Her work revealed methods of invoking spells in elements other than their original intention, laying the foundation for the Order of the Scribes, as well as devising a series of techniques for imbuing inks with magical properties, and even basic sentience.

After Astelle established the field, many followed suit. Monks began to delve into the potential of integrating these magical inks into martial arts, and some began combining inks with already existing powers to grant them a semblance of creation-type magic.

## SUBCLASSES

### THE INK SPIRIT

Occultists who took an interest in Astelle's research began imbuing minor aberrations with black ink in an attempt to replicate some of the creative aspects of Astelle's successes. One of the many experiments in this field gave birth to what are now known as Ink Spirits: small, infinitely malleable, sentient blobs that bond with a willing participant in a symbiotic relationship. Spellcasters who undergo this process have come to realize that if they nurture this relationship, the Ink Spirit grows in strength and grants them more and more power over time. However, Ink Spirits are born of disturbing eldritch creatures and have been known to manifest sickening desires that their hosts are forced to sate, or risk being at odds with the beast that now resides within them.

### EXPANDED SPELL LIST

SPELL LEVEL	SPELLS
1st	<i>colour spray, illusory script</i>
2nd	<i>alter self, skywrite</i>
3rd	<i>hypnotic pattern, major image</i>
4th	<i>fabricate, hallucinatory terrain</i>
5th	<i>creation, passwall</i>

### BLACK AS INK

Starting at 3rd level, you can as a bonus action transform your body into an amorphous hovering blob of ink for 1 minute. During this time you gain the following benefits:

- You can occupy the space of another creature and can pass through small holes, narrow openings, and even mere cracks.
- You are considered invisible in dim light or darkness.

You can use this ability once and regain your use of this ability after completing a short or long rest.

### SKIN DEEP

At 6th level, as an action, you can produce a small stream of ink that, when touched to the skin, transfers a temporary tattoo with a design of your choice onto a willing creature. This tattoo lasts for one hour. A creature with a tattoo created this way can see through magical darkness and is considered invisible in dim light or darkness. If the target attacks or casts a spell while invisible in this way, they lose all benefits of this ability until they spend a minute performing no actions, allowing the ink to reform over their body.

You can apply a number of tattoos equal to your Charisma modifier and regain these uses once you complete a long rest. You can only have one tattoo active at a time; if you apply a new tattoo, the previous one loses its effect and fades.

### Under the Surface

Additionally, you can spend 1 minute near a creature with a tattoo you applied and enter the tattoo. You are teleported into a harmless demi-plane for up to 1 hour and can exit as an action at any time during this period placing you within 5 feet of the creature the tattoo was applied to. Once you enter a tattoo, you cannot do so again until you complete a short or long rest.

### BATTLEFIELD CANVAS

At 10th level, as an action, you can create a 10-foot radius sphere of magical darkness that lasts for 1 minute. Non-magical light and magical light created by spells of 5th level or lower are extinguished in this area.

You can use this ability a number of times equal to your Charisma modifier, regaining all expended uses when you finish a long rest. If you have no uses of this ability remaining, you can expend one of your Pact Magic spell slots to use it instead.

### INKBIND

Beginning at 14th level, while your Black as Ink ability is active, you can use an action to attempt to engulf an enemy with your inken form. Choose one creature of equal size or smaller within 5 feet of you. The target must succeed on a Charisma saving throw or become possessed by you. You then disappear, and the target becomes incapacitated and loses control of its body. You control the body but do not deprive the target of awareness. You cannot be targeted by any attack, spell, or other effect, and you retain your alignment, Intelligence, Wisdom, and Charisma. You otherwise gain the possessed

target's statistics, but do not gain access to its knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, you end it as a bonus action, you are forced out by an effect like the *dispel evil and good* spell, or the creature succeeds on a Charisma saving throw against your spell save DC at the end of each of its turns. When the possession ends, you reappear in an unoccupied space within 5 feet of the body. The target is immune to your possession for 24 hours after succeeding on the saving throw or after the possession ends.

Additionally, you can expend a use of your Mystic Arcanum feature to possess larger creatures: one size larger by expending a 6th-level Mystic Arcanum, two sizes for 7th level, three sizes for 8th level, and you may ignore size requirements by expending a 9th-level Mystic Arcanum.

You can use this ability once, regaining its use upon completing a short or long rest.

## WAY OF THE VIRTUOSO

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While some of those who adopted artistic techniques for spell-weaving, the Monks of the Monastery of the Virtuoso dedicated themselves to integrating magical paints into their martial arts. A Way of the Virtuoso Monk slings paint across the battlefield and manifests what they paint into reality. They believe that a battlefield is a canvas, and their fists are the brushes with which to paint their enemies across it. They are an order of violent warriors, seeking battle to perfect their art form. They are the least refined of the monasteries, but they are considered by many to be the ones that leave the most beauty in their wake.

### MAKE BEAUTIFUL

Starting at 3rd level, whenever you roll initiative, you can choose to have your hands begin to drip with paint until the end of combat. Each time you hit an enemy with an unarmed strike or a monk weapon, you can choose to paint a mark on your enemy resembling either a wound or a weakness. These marks remain on the target for the next minute. The maximum number of marks you can have on a creature is equal to your Wisdom modifier, with a minimum of 1.

The next time a creature other than yourself makes an attack against a creature marked with a weakness, the attack is made with advantage, and the weakness mark is consumed.



At any time after a wound mark is applied, you can use an action to expend a ki point to activate all currently applied wound marks. When a wound mark is activated, the creature it is painted on takes slashing damage equal to a roll of your Martial Arts die for each wound mark on them, and the wound marks are consumed.

### *Paint the World*

As an action, you can paint a non-magical object of your choice in an unoccupied space within 5 feet of you. The item must be painted on a flat surface that can support it. The gp value of the item can't be more than 10 times your monk level, and the item must fit within a 1 foot cube. A creature attempting to discern it's authenticity must succeed on an Investigation check against your Ki save DC. The created item disappears after 24 hours. For examples of items you can create, see the equipment chapter of the Player's Handbook.

You can only have a number of items equal to your Wisdom modifier created by this feature at a time; if you use this action and already have the maximum amount from this feature, the item created first immediately vanishes. If the item you are created is specifically unique, such as the key to a door you wish to open, or a map to a continent you must have a copy of that specific item present when you use this ability. Otherwise you are only able to create a generic facsimile of the same type of item.

Additionally, you gain proficiency with Painter's Supplies and you know the *mending* cantrip, and Wisdom is your spellcasting ability for it.

### SPLATTERING PALM

Starting at 6th level, each time you mark an enemy with a wound using your *Make Beautiful* ability you can expend a Ki point to splatter your paint to two additional enemies within 20 feet of the target, marking them with a wound.

### YOUR BODY IS A CANVAS

At 11th level, you can spend 10 minutes producing magical paint and painting a new appearance on one willing creature within 5 feet of you. You give your target a new, semi-illusory appearance.

This ability disguises physical appearance as well as clothing, armour, weapons, and equipment. You can make the creature 1 foot shorter or taller and appear thin, fat, or in between. You can't change a targets body type, so you must choose a form that has the same basic arrangement of limbs. Other-

wise, the extent of the disguise is up to you. This ability lasts for 1 hour, unless you use your action to dismiss it sooner.

The changes you make with this ability have an illusorily solid form. Any time a creature touches an illusory part of the disguise, or lack there of in cases where you made the target skinnier or taller it must make an Investigation check against your Ki save DC. On a success, the creature becomes aware the target is disguised. On a failure, the creature is made to believe the touch happens as it would if the disguise was real.

### PAINTING WITH COLOUR

Starting at 17th level, as a bonus action, you can expend 3 ki points to produce a color of paint associated with an elemental energy and touch one weapon or a limb used to make unarmed strikes. Applying the paint causes it to spring to life with the associated energy. Until the start of your next turn, the object coated with this paint deals an additional 3d6 damage of the associated type when it is successfully used to hit a creature with an attack. You can only have one weapon coated in paint at a time. Using this ability on another weapon while you have it active causes the first use to end.

COLOUR	TYPE
Red	<i>Fire</i>
Blue	<i>Lightning</i>
White	<i>Cold</i>
Green	<i>Acid</i>

# SPELLS

## ASTELLE'S POT OF PIGMENTS

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*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a pinch of indigo petals, madder leaves, weld pollen and squid ink)

**Duration:** Concentration, up to 1 minute

You summon a large pot of various colors of paint at a point within 30 feet of you. This pot remains in place for the duration of the spell. The paints can be used to bring imagination to life, modifying weapons with new properties. As a bonus action, an ally within 5 feet of the pot can paint a property onto a weapon they are wielding from the following options, granting temporary benefits for the duration of the spell:

**Extension.** The weapon gains the reach property extending it's reach by 5 feet.

**Hugeify.** The head or blade of the weapon becomes much larger granting it the versatile trait, causing it to deal an additional damage die when wielded with two hands.

**Wings.** A piece of ammunition, a thrown weapon or melee weapon gains a set of tiny animated wings. Ammunition and thrown weapons have their range doubled. Melee weapons gain the thrown property with a short range of 30 ft. and a long range of 60 ft.

**Decal.** The weapons blade, tip or head is painted red, blue, white or green. The weapons damage type becomes fire, lightning, cold or acid respectively.

If a creature tries to paint a trait onto a weapon that already has that trait, it sloughs off and becomes mundane.

# ITEMS

## THE INFANTRY CANVAS

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*Shield, very rare (requires attunement)*

This shield is crafted from enchanted white gold, with the surface composed of tiny, precise white fibers of metal that give it the appearance of a canvas. Painted on the shield are five nearly motionless warriors without weapons.

When you are hit by a melee weapon attack while holding this shield, you can use your reaction to reduce the damage by 2d6 + your Constitution modifier. If this reduces the damage to 0, one of the painted warriors on the shield gains a weapon.

Once all five warriors have weapons, you can use an action to cause them to spring forth from the shield. You summon five *Paint Warriors* (use the *Tin Soldier* stat block), which deal slashing damage with their Slam attacks instead of bludgeoning. The soldiers act on your initiative, immediately after your turn, and follow your commands. They remain until they are reduced to 0 hit points or are dismissed.

You can only have five soldiers active at a time. If you summon new soldiers while others are still active, the oldest soldiers disappear and are replaced by the new ones.

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