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School of the Painted World

Wizard Subclass



Castlevania Edition

School of the Painted World

Arcane Tradition

Wizards of the School of the Painted World practice an unusual form of magic, using enchanted paintings to manipulate reality itself. Through their artwork, they create supernatural landscapes, bring painted creations into existence, and imprison creatures within worlds of their own design.

Heirs to the dark artistry of the vampire painter Brauner, these wizards see the world as a canvas waiting to be transformed. Their paintings are not mere illusions, but fragments of alternate realities capable of reshaping the battlefield and bending the boundaries between imagination and existence.

2nd Level: Painter's Tools

When you choose this tradition at 2nd level, you gain proficiency with painter's supplies. If you already have this proficiency, you gain proficiency with another type of artisan's tools of your choice.

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

2nd Level: Cursed Canvas

Also at 2nd level, you learn to create enchanted paintings that temporarily impose their depicted reality upon the world.

As an action, you can manifest a canvas depicting one of the scenes described below at a point you can see within 60 feet. The painting

appears as a hovering spectral frame and creates its effect in a 10-foot-radius area centered on that point. The frame remains fixed at that location for the duration, and its effects cannot extend through total cover.

A manifested canvas lasts for 1 minute, until you dismiss it as a bonus action, or until you become incapacitated. You can have only one canvas manifested at a time; manifesting another ends the previous one.

Manifesting a canvas is a magical effect, but it is not a spell and does not require concentration.

You can manifest a canvas a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Unless otherwise specified, a canvas's effects use your wizard spell save DC.

The Thorned Garden

The painting depicts a twisted garden of blood-red flowers and grasping vines.

The affected area becomes difficult terrain for hostile creatures.

The first time on a turn that a hostile creature enters the area or starts its turn there, it takes piercing damage equal to your Intelligence modifier (minimum of 1).

The Haunted Gallery

The painting depicts a dark corridor lined with portraits whose eyes follow every movement.

When you manifest this canvas, choose any number of hostile creatures you can see within its area.

Each creature must succeed on a Wisdom saving throw or become frightened of the spectral frame until the end of its next turn.

While the canvas persists, invisible creatures within its area gain no benefit from being invisible against creatures that can see the spectral frame. This effect does not automatically reveal a hidden creature's location.

The Drowning Landscape

The painting depicts a flooded landscape beneath a dark and moonless sky.

The affected area becomes difficult terrain for hostile creatures.

When you manifest this canvas, choose any number of hostile creatures you can see within its area. Each creature must succeed on a Strength saving throw or be pulled up to 10 feet toward the center of the painting.

The Sanctuary of Glass

The painting depicts a magnificent cathedral of stained glass, its walls shimmering with protective light.

When you manifest this canvas, choose up to three creatures within its area. Each creature gains temporary hit points equal to your Intelligence modifier + your proficiency bonus.

While the canvas persists, creatures of your choice within its area have half cover against ranged attacks originating outside the area.

The Twisting Labyrinth

The painting depicts impossible corridors, winding staircases, and doors that open onto unfamiliar

places.

When you manifest this canvas, choose up to three willing creatures within its area. Each creature can immediately teleport up to 10 feet to an unoccupied space it can see.

While the canvas persists, a willing creature within its area can spend 5 feet of movement to teleport to another unoccupied space within the area that it can see. A creature can use this benefit only once on each of its turns.

Custom Canvases

With your DM's permission, you can create additional scenes for your Cursed Canvas feature.

A custom canvas should produce an effect comparable in strength and scope to the scenes presented here, such as creating unusual terrain, providing a minor protective benefit, manipulating movement, or imposing a brief condition.

The DM determines the exact mechanics of the custom canvas and may impose additional limitations to maintain balance.

6th Level: Living Portraits

Starting at 6th level, you can give temporary physical form to objects and creatures depicted in your paintings.

As an action, while holding painter's supplies or using them as your spellcasting focus, you can create one of the following manifestations in an unoccupied space you can see within 30 feet.

These manifestations visibly resemble paintings brought to life,

with brushstroke textures, unnatural colors, and other signs of their magical origin.

You can use this feature twice, regaining all expended uses when you finish a long rest.

Painted Object

You create one nonmagical object that fits within a 5-foot cube and weighs no more than 100 pounds. The object must be made of a simple material, such as wood, stone, iron, or glass. It cannot contain complex machinery, valuable materials, consumable substances, weapons, ammunition, explosives, poisons, or magical properties.

The object lasts for 1 hour, after which it dissolves into paint. It also disappears if you dismiss it as an action or use this feature to create another painted object.

A painted object cannot be sold, used as a material component for a spell, or used to create permanent structures or items.

The object otherwise functions as an ordinary object of its kind.

Painted Creature

You create a temporary copy of a Beast or Monstrosity that you have previously seen and whose challenge rating is no higher than the maximum shown in the Painted Creature table.

Wizard Level · Maximum CR

6th: 1/2

10th: 1

14th: 2

The creature appears in an unoccupied space within 30 feet and

uses the chosen creature's stat block, with the following modifications:

- Its creature type becomes construct.
- It cannot speak, cast spells, or use legendary actions.
- It cannot use Spellcasting, Innate Spellcasting, or abilities that summon other creatures.
- It cannot create permanent objects or lasting magical effects.
- It cannot use abilities that charm, dominate, or permanently transform another creature.
- It cannot have a flying speed.
- Any equipment it possesses is reproduced as part of its painted form and disappears with it.
- Its body and equipment dissolve into paint when it is reduced to 0 hit points or when the effect ends.
- Any magical effects created by the Painted Creature end when it disappears. Ordinary damage and conditions with explicitly stated durations remain unaffected.

The creature is friendly to you and your companions. It shares your initiative count but takes its turn immediately after yours.

It can move and use its reaction independently, but takes only the Dodge action unless you use a bonus action to command it to take another action.

The creature lasts for 1 minute, until it is reduced to 0 hit points, or until you dismiss it as an action.

You can have only one Painted Creature created by this feature at a time. Creating another causes the previous one to dissolve into paint.

The DM must approve the chosen creature's stat block before you create it.

10th Level: World Within a Frame

Beginning at 10th level, your paintings can imprison living creatures within supernatural worlds.

As an action, you choose one creature you can see within 60 feet. The target must make a Charisma saving throw against your wizard spell save DC.

On a failed save, the creature is drawn into a supernatural painting that appears in the nearest unoccupied space within 5 feet of the target. The creature is transported to a harmless demiplane contained within the painting.

The painting is a Medium object with AC 15, 30 hit points, and immunity to poison and psychic damage. It hovers in place and cannot be moved against your will.

While imprisoned, the creature can move and take actions normally within the painted world, but it cannot affect or perceive anything outside the painting. Creatures outside the painting cannot directly target or affect the imprisoned creature.

Creatures within the painted world can interact with and affect one another normally, including making attacks and casting spells, but cannot affect creatures or objects outside the painting.

At the end of each of its turns, the

imprisoned creature can repeat the Charisma saving throw, escaping on a success.

A creature that escapes reappears in an unoccupied space within 5 feet of the painting.

The imprisonment lasts for up to 1 minute and requires concentration, as though concentrating on a spell. The effect ends early if you lose concentration, become incapacitated, or the painting is destroyed.

A creature within 5 feet of the painting can use an action to enter the painted world willingly. A creature that enters this way can leave as an action, reappearing in an unoccupied space within 5 feet of the painting.

If the painting is destroyed or the effect ends, all creatures inside it immediately reappear in the nearest unoccupied spaces within 5 feet of the painting. If insufficient space is available, a creature appears in the nearest unoccupied space beyond that distance.

Once you use this feature, you cannot use it again until you finish a long rest, unless you expend a spell slot of 5th level or higher to use it again.

Step Into the Painting

Also at 10th level, you can briefly retreat into the worlds depicted by your Cursed Canvases.

As a bonus action, while within the area of one of your manifested Cursed Canvases, you can enter its painted world.

You disappear from your current

space and remain within the painting until the start of your next turn, when you reappear in an unoccupied space of your choice within the canvas's area.

While inside the painting, you cannot affect or be affected by creatures or effects outside it. You cannot move, take actions, or interact with the outside world while inside.

Entering the painting does not interrupt your concentration on spells or other effects. However, you cannot cast spells or otherwise affect creatures outside the painting while you remain within it.

If the canvas ends before you reappear, you immediately return to the nearest unoccupied space to the point where you entered.

Once you use this feature, you cannot use it again until you finish a long rest.

14th Level: Masterpiece of Madness

Starting at 14th level, you can impose entire painted realities upon the battlefield, transforming the surrounding world into a supernatural landscape of your own creation.

As an action, you manifest a masterpiece centered on a point you can see within 120 feet. The masterpiece fills a 30-foot-radius sphere and lasts for up to 1 minute. The area becomes a painted reality, filled with supernatural landscapes, impossible architecture, and manifestations of your imagination.

The masterpiece requires concentration, as though concentrating on a spell. It ends early if you lose concentration or become incapacitated. Once you use this feature, you can't use it again until you finish a long rest.

When you manifest the masterpiece, choose one of the following effects.

Nightmare Landscape

The area becomes a nightmarish landscape filled with twisted trees, monstrous shadows, and disturbing figures.

The area is difficult terrain for hostile creatures.

When a hostile creature starts its turn within the area, it must make a Wisdom saving throw against your wizard spell save DC.

On a failed save, the creature takes 4d8 psychic damage and is frightened of the masterpiece until the start of its next turn.

On a successful save, the creature takes half as much damage and isn't frightened.

Blood Art Technique

The area becomes a nightmarish gallery of supernatural paintings, from which violent strokes of enchanted blood-red paint lash out at nearby creatures.

When you manifest the masterpiece, and as a bonus action on each of your subsequent turns while it persists, you can choose up to three hostile creatures you can see within the area.

Each target must make a Dexterity saving throw against your wizard spell save DC, taking 3d8 force

damage on a failed save, or half as much damage on a successful one.

World of Ruin

The area becomes a distorted landscape of collapsing architecture, impossible geometry, and shifting pathways.

The speed of hostile creatures within the area is halved.

The first time on a turn that a hostile creature would leave the area, whether through movement, teleportation, or forced movement, it must make a Charisma saving throw against your wizard spell save DC.

On a failed save, the creature is teleported to an unoccupied space of your choice within the area.

On a successful save, the creature can leave the area normally for the remainder of that turn.

A creature that fails this saving throw can repeat it at the end of its turn. On a success, it becomes immune to World of Ruin's teleportation effect for the remainder of the masterpiece's duration.

Custom Masterpieces

With your DM's permission, you can create additional masterpieces representing other supernatural worlds.

A custom masterpiece should have a power level comparable to the options presented here, emphasizing large-scale battlefield manipulation, supernatural hazards, or environmental control.

The DM determines the exact effects and limitations of the masterpiece.