

COLLEGE OF PUPPETRY

A Bardic College for the Bard Class

Bards of the College of Puppetry specialize in entertaining with puppets and marionettes. Not content to master exclusively mundane skills on their subject of interest, these bards, called puppet masters, learn to create their own animate marionette companion. Every companion is painted and decorated unique to its puppet master—most are whimsical, some are intimidating, and others are unsettling.

COLLEGE OF FORTUNE FEATURES

Bard Level	Feature
3rd	Puppetcraft, Animate Marionette
6th	Master of Puppets
14th	Storm of Strings

PUPPETCRAFT

When you join the College of Puppetry at 3rd level, you gain proficiency with painter's supplies, weaver's tools, and woodcarver's tools.

In addition, you can use a puppet or the control rod of a marionette as a spellcasting focus for your bard spells.

ANIMATE MARIONETTE

At 3rd level, you have learned to create a puppet companion. It is friendly to you and your companions, and it obeys your commands while you hold its control rod. See this creature's game statistics in the animate marionette stat block. You determine the creature's appearance which has no effect on its game statistics.

In combat, the animate marionette shares your initiative count but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you use a bonus action on your turn to command it to take one of the actions in its stat block or the Dash, Disengage, Help, Hide, or Search action. You must be holding the marionette's control rod to use a bonus action to command it.

If the *mending* cantrip is cast on it and it has at least 1 hit point, it regains 2d6 hit points. If it has died within the last hour, you can use your woodcarver's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The animate marionette returns to life after 1 minute with a number of hit points restored equal to 2 x the level of spell slot expended.

When you expend one of your highest level spell slots to cast a bard spell, your animate marionette regains the use of its tangled thread action if it has already used it. For example, if you are a 5th level bard, your animate marionette regains the use of its tangled thread action when you cast a spell using a 3rd-level spell slot.

While the animate marionette has one of your Bardic Inspiration dice, you can use your reaction to roll and expend the die when a creature within 30 feet of the marionette makes an ability check, attack roll, or saving throw. When you do, add the result of the Bardic Inspiration die to the roll. You can choose to use this ability after the d20 is rolled but must use it before the DM declares whether the roll was a success or a failure.

At the end of a long rest, you can create a new animate marionette if you have your woodcarver's tools with you. If you already have an animate marionette from this feature, the first one immediately perishes.

ANIMATE MARIONETTE

Tiny construct, unaligned

Armor Class 14 (natural armor)

Hit Points equal to the animate marionette's Constitution modifier + your Charisma modifier + four times your level in this class

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	8 (-1)	8 (-1)	13 (+1)

Saving Throws Dex +5, Cha +3

Skills Acrobatics +5, Performance +3

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses passive Perception 9

Languages understands the languages you speak

False Appearance. While the animate marionette remains motionless, it is indistinguishable from an ordinary puppet.

Magic Weapons. The marionette's weapon attacks are magical.

Might of the Master. The following numbers increase by 1 when your proficiency bonus increases by 1: the animate marionette's AC, its skill and saving throw bonuses (above), the bonuses to hit and damage of its pummel attack, and the saving throw DC of its tangled thread action (below).

ACTIONS (REQUIRES YOUR BONUS ACTION)

Pummel. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 bludgeoning damage.

Tangled Thread (1/Day). One creature the animate marionette can see within 60 feet must succeed on a Strength saving throw (DC 13) or its movement speeds are reduced to 0 for 1 minute. The target can make this saving throw again at the end of each of its turns, ending the reduced movement speeds effect on a success.

MASTER OF PUPPETS

Starting at 6th level, when a creature who is not immune to being charmed has its movement speed reduced to 0 by your animate marionette's tangled thread, you can use a bonus action on your turn to command it to take one of the actions in its stat block or the Dash or Help action. When you do, the reduced movement speed condition ends and the creature immediately uses its reaction to take the commanded action targeting a creature or creatures of your choice if applicable.

STORM OF STRINGS

Starting at 14th level, you can use an action to command your animate marionette to use its tangled thread action. When you do, you target all creatures of your choice within 30 feet of the animate marionette, instead of one creature within 60 feet. Once you use this feature, you can't use it again until you finish a long rest.