



College of Colour

Not all artists sing and dance – inspiration can be drawn from many art forms. Bards of the College of Colour have specialised in expressing themselves, and their magic, through painting and illustration instead of song. They are experts at using the colour of their visual medium to evoke potent emotions in others, breathing vibrant life into mere pictures and doodles. Each and every work they craft has a piece of the artists' creative soul inside it, which fuels their bardic magic. These bards often feel emotions in extremes, embodying the diversity of the colours that they work with to swing between elated motivated and melancholic brooding. But whatever you do, never offer to pay them for their hard work with exposure.

COLLEGE OF COLOUR FEATURES

Bard Level	Feature
3rd	<i>Bonus Proficiencies, Expanded Spell List, Inspired Artwork</i>
6th	<i>Emotive Colours</i>
14th	<i>Painted Creation</i>

Bonus Proficiencies

When you join the College of Colour at 3rd level, you gain proficiency with painter's supplies, and add double your proficiency bonus to any check that uses your painter's supplies. In addition, you can use your painter's supplies as a spellcasting focus for your bard spells.

Expanded Spell List

The College of Colour lets you choose from an expanded list of spells when you learn a bard spell. The following spells are added to the bard spell list for you.

COLLEGE OF COLOUR SPELLS

Bard Level	Spells
3rd	<i>darkness, mirror image</i>
5th	<i>protection from energy, conjure animals</i>
7th	<i>elemental bane, conjure minor elementals</i>
9th	<i>conjure elemental, creation</i>

1ST LEVEL COLOUR SPELLS

While a bard does not choose their bardic college until 3rd level, there are nonetheless certain 1st level spells that are thematically appropriate for the Colour of Colour. If your dungeon master allows it, the *chromatic orb* and *colour spray* spells may be added to your bard spell list at 1st level, before you choose your bardic college option at 3rd level.

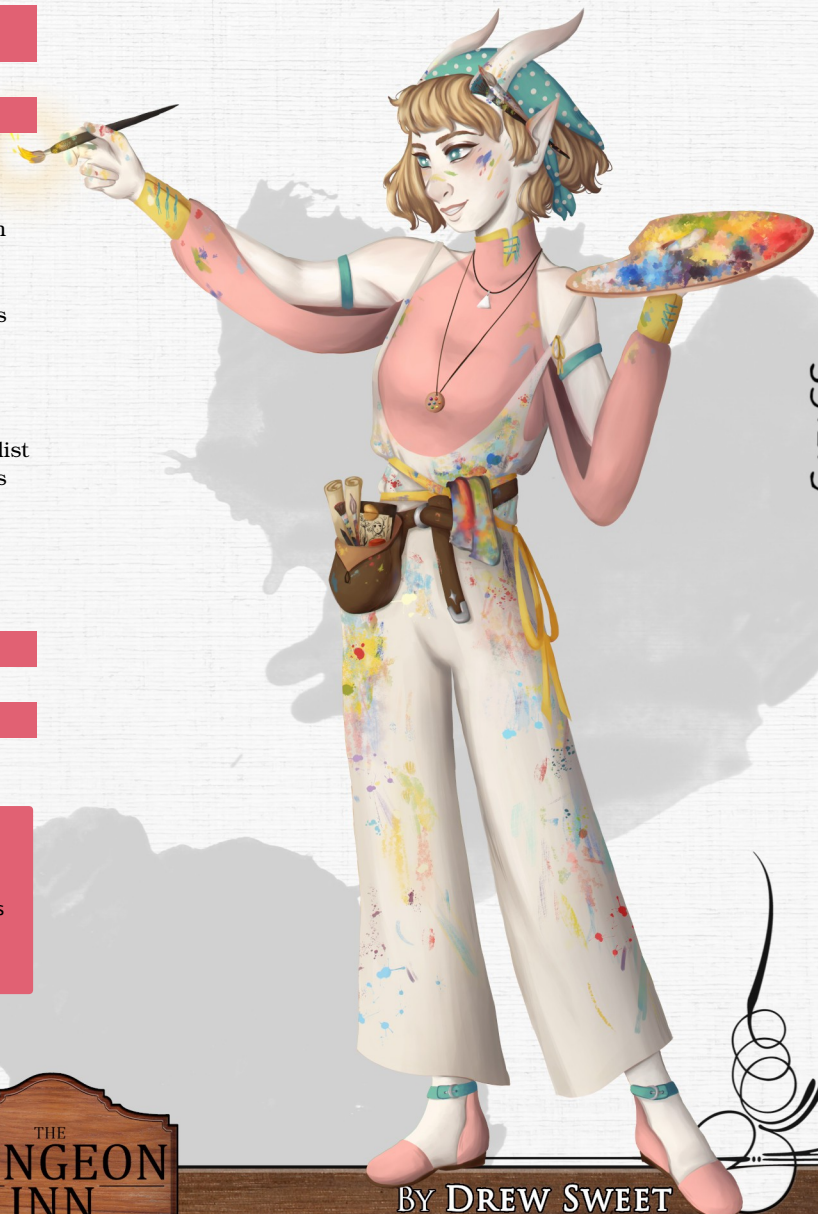
Inspired Artwork

Starting at 3rd level, you learn how to create brief artworks of such evocative quality that they inspire those that possess them. By spending 1 minute painting, you can imbue one of your unused bardic inspiration die into the piece to create an inspired artwork. The bardic inspiration die is expended, but its magic is stored within your artwork. Any creature other than yourself that has the inspired artwork on their person can use the stored bardic inspiration as they would normally. Once they use your bardic inspiration, your artwork melts away as its magic is released. The artwork can be made on any appropriate surface, such as a piece of parchment, a shield, or set of armour.

A single object can only be imbued with one bardic inspiration at a time. All unused bardic inspirations, along with their artworks, disappear whenever you finish a short rest.

Emotive Colours

Starting at 6th level, you can use the inherently affective properties of your pigments to influence the emotions of other creatures. As an action, you can smear or splatter a single creature within 10 feet of you with coloured paint. The target must succeed on a Wisdom saving throw against your spell save DC (the target can choose to voluntarily fail the saving throw). On a failure, they are affected by one of the following colours of your choice:



GATACS



BY DREW SWEET

Black. The target becomes consumed by depressive thoughts, apathy, and a realisation of their own morality. For 10 minutes, the target cannot be frightened, and any effect causing them to be frightened immediately ends.

Blue. The target is enveloped by feelings of pleasant serenity. For 1 minute, the target cannot be hostile to other creatures. If the target was hostile before you used this feature, they become indifferent for the duration. This effect ends early if the target is attacked or harmed by a spell or if it witnesses its friends being harmed.

Green. The target is painted with a mixture of greens, browns and colours appropriate to their environment to create a camouflage pattern. For 10 minutes, the target has advantage on all Dexterity (Stealth) checks.

Orange. The target experiences a surge of strength and willpower. For 10 minutes, they have advantage on all Strength ability checks.

Purple. The target is struck by feelings of horror and dread. For 1 minute, the target becomes frightened of you or one creature or object you designate that it can see. The target may repeat the saving throw at the end of each of its turns, ending the condition on a success.

Red. The target is consumed by sudden anger. For 1 minute, the target is hostile to one creature of your choice that it can see. The target may repeat the saving throw at the end of each of its turns, ending the condition on a success.

White. The target experiences a moment of elucidating clarity. For 10 minutes, the target cannot be charmed, and any effects causing them to be charmed immediately ends.

Yellow. The target is overwhelmed by spontaneous feelings of elation and joy. For 10 minutes, all Charisma (Persuasion) checks made against the target have advantage.

You can choose to end the effects of a colour on a creature at any time. If more than one colour is painted on the target, they experience the effects of only the most recent colour painted on them.

You can use this feature a number of times equal to your Charisma modifier, regaining all expended uses on a long rest.

Painted Creation

Starting at 14th level, your skill with the brush allows you to create vivacious life from your artworks. By spending a minute painting on a flat, 10-foot square surface with your painter's supplies, you can enchant your artworks with fey magic and bring them to life.

When you use this feature, you can choose whether to create objects or creatures using your magic (not both). You can create a number of objects or creatures equal to your Charisma modifier, however they must all be able to fit within the same 10 foot square. The objects created can have a collective value of no more than 15 times your bard level, and the creatures created can collectively have a CR of no more than a third of your bard level (rounded down).

When you complete your artwork, the objects or creatures depicted become real and leap fourth from the

surface. They glow faintly with a rainbow aura, and register as illusions when scrutinised by the *detect magic* spell.

Creatures conjured by your painting are friendly to you and your companions, and will obey your verbal commands to the best of their abilities. If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

All creatures and objects created using this feature vanish after 1 hour. Once you use this feature, you cannot do so again until you finish a short or long rest.

CREATURES OF YOUR OWN CREATION

Artists are creatives, and the conjurations of their imaginative minds can vary from wonderful to horrific. When you conjure a creature using your Painted Creation feature, feel free to describe your creation however you like, as it is a creation of your own mind. Consider working together with your dungeon master to create new and unique monsters for you to summon, using the guidelines in the *Dungeon Master's Guide* to calculate their CR.