

COLLEGE OF CREATORS BARD

An association of bards who love to create beautiful images through song, whether in your mind or in the natural world, the college of creators seeks to add vivid imagination through their songs. They take the spellcasting side of the bard to new heights, with an emphasis toward creation and protection even beyond other bards.

This subclass differs from the College of Creation subclass from Tasha's Cauldron of Everything in that it focuses heavily on the conjuration side of magic and not the creation of items (with its complex set of provisos and limitations) in that subclass. This subclass heavily leans into the use of your spell slots to mold and shape things, changing the types of spells you prepare as a bard.

DEVIOS DISTRACTIONS

Starting at 3rd level, your conjurations become more vivid and distracting. After casting a conjuration spell, all targets that can see the conjuration effect must make a Wisdom saving throw: on a failed save the target suffers disadvantage on all attacks against the bard as long as the conjuration spell is active and visible to the target.

MOLDED MAGIC

Starting at 3rd level, you learn how to dazzle others with your songs. When a creature you can see performs an attack, you may spend a Bardic Inspiration die, reducing the target's attack by the amount on the die. You can choose to use this feature after the creature makes its roll and after the DM determines whether the attack hits or misses. The creature is immune to this ability if it has a blindsight or is immune to being blinded.

SUMMONED SLAYERS

Starting at 6th level, damage done by conjuration spells you cast are increased:

Mage Hand may be used to strike a target, dealing 7 (2d6) fire damage after a successful ranged spell attack.

Cloud of Daggers increases its damage from d4s to d6s.

Unseen Servant gains the ability to perform a melee spell attack dealing 1d4 + your proficiency modifier in psychic damage.

Stinking Cloud deals 7 (2d6) poison damage if the target fails its Constitution saving throw.

MIGHT OF THE MUSICIAN

Starting at 14th level, your transformation spells become more potent. Transformations that animate or summon objects (*Polymorph*, *Animate Objects*, *Awaken*, *Mass Polymorph*, *True Polymorph*, etc.) increase their hit points a number of hit points equal to your bard level. Spells that improve the rolls or abilities of a target that require an action to cast (*Longstrider*, *Enhance Ability*, *Knock*, *Speak with Plants*, *Etherealness*, etc.) may be cast using a bonus action instead of an action for the turn.