

COLLEGE OF THE UNSEEN LURE

Bards of the College of the Unseen Lure don't just entertain; they weave sonic illusions and hypnotic suggestions to guide their victims exactly where they want them to be—usually right into the jaws of an ambush.



LIVING INSTRUMENT

3RD-LEVEL FEATURE

- ❖ **Mimicked Performance.** Healing spells grant extra Temp HP equal to Bard level. Nearby enemy takes Psychic damage equal to Temp HP gained.
- ❖ **Lurker's Echo.** Mimic any sound. Cast *Minor Illusion* (audible only) at will.

DECEPTIVE RESONANCE

3RD-LEVEL FEATURE

When a creature uses your Bardic Inspiration, trigger one effect on an enemy within 60 feet:

- ❖ **Sticky Footing.** Save or Speed -10ft.
- ❖ **Misplaced Focus.** Save or Disadvantage on next attack.
- ❖ **Illusory Prize.** Disadvantage on Perception/Insight.

RESONANT TRAP

6TH-LEVEL FEATURE

- ❖ **Remote Anchor.** Bonus action: Instrument floats and anchors to surface. Cast spells from its location.
- ❖ **Adhesive Strike.** Reaction when hit: Instrument makes contested Grapple check.
- ❖ **Caustic Grip (Lvl 10).** Grappled creature takes Acid damage equal to Cha mod at start of your turn.

PERFECT AMBUSH HARMONY

14TH-LEVEL FEATURE

- ❖ **Concealed Performance.** Action: You and 5 allies become Hidden from enemies affected by your traps/resonance.
- ❖ **Consume the Distracted.** Expend Bardic Inspiration when you hit a trapped enemy to make them **Vulnerable** to that attack's damage.