

COLLEGE OF BUREAUCRACY

Navigating the intricate dance of red tape, Bards of the College of Bureaucracy bind adversaries with contractual precision, their words carrying the weight of legal prowess, turning the mundane into a masterpiece and transforming the battlefield into a canvas where their words hold the power to constrain and redefine the very rules of engagement. These charismatic orators truly understand that the pen is mightier than the sword, and every document becomes a weapon in their arsenal.

RED TAPE

Beginning at 3rd level, you can ensnare your enemies in a mass of burdening and legally binding red tape. As an action, you can target a creature who can see or hear you within 30ft. The target must succeed on a Wisdom saving throw against your spell save DC or be engrossed by your red tape for 1 minute. The target's speed is reduced by 50%, and it cannot take reactions. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. An existing effect ends early on an target if you successfully affect a new creature with your Red Tape.

At 14th level your level your ability to confound becomes nearly impossible to escape. The range of your red tape increases to 60ft, you can now maintain Red Tape on two targets within range, and an affected target is now paralysed in addition to previous effects.

REDACTION

Also at 3rd level, you gain the ability to hamper your enemies with a litany of litigation. When a creature within 30ft of you that you can see targets you with an attack, as a reaction reaction you can attempt to redact their ability to do so. You force the creature to make a wisdom saving throw, on a failed save the triggering attack misses and the creature is subject to the effects of the vicious mockery cantrip.

You can use this feature a number of times equal to your proficiency bonus.

WAY WITH WORDS

At 6th level, you gain the ability to strengthen your magic using nothing but your words to weaken your enemies' resolve.

When you use a feature or cast a spell that would inflict the charmed condition against creatures that can hear or see you, you can force the them to make a Wisdom saving throw. On a failed save, immune creatures are no longer immune for the triggering save, instead rolling with advantage. Any creature that has advantage rolls without it, and any creature without any benefits against the charmed condition, rolls with disadvantage on their save.

You can use this feature a number of times equal to your proficiency bonus per long rest. You can use this feature additional times by expending a bardic inspiration die.

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DIPLOMATIC LEADERSHIP



At 14th level, your bureaucratic influence extends to the very fabric of existence. As an action, you can spend a bardic inspiration die to create a Charismatic Aura that envelops you, and creatures of your choice you can see within 15ft, shaping the course of events with cosmic bureaucracy. The aura lasts for 1 minute or until dismissed as a bonus action and grants one of the following benefits of your choice:

- **Diplomatic Leadership : Clemency**

For the duration, once per turn affected creatures can roll a dice equal to your inspiration die and add the number rolled to a saving throw it makes.

- **Diplomatic Leadership : Exoneration**

Once per round as a bonus action, you can reduce the exhaustion level of one target within the aura's range by one, or end one effect that charmed, paralysed, stunned, or incapacitated the target.

- **Diplomatic Leadership : Governance**

As a bonus action, you can force a number of creatures equal to your charisma modifier within the range of your aura to make a wisdom saving throw. On a failed save they are subject to the effects of the command spell, and if possible, must enact the command as a reaction immediately. Creatures can willingly fail this save.

- **Diplomatic Leadership : Influence**

When a creature within your aura is affected by one of your spells that inflicts the charmed condition, alters its demeanor (such as Friends), or reduces its hostility (such as Calm Emotions) you can use your action to inflict the same save and spell effects on any creatures of your choice within 5ft of it. If a new creature fails, they are subject to the same effects as your initial spell, and are then considered affected targets to influence additional creatures within 5ft on future turns. When using this feature, constitution checks made to maintain concentration are rolled at disadvantage.

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