

THE ONOMANCER



BY MICAH MULDOWNEY

*WIELD THE POWER OF CREATION WITH A NEW CLASS AND MAGIC
SYSTEM FOR THE WORLD'S GREATEST ROLE-PLAYING GAME*



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ON THE COVER

A master namer basks in the sounding of the primordial word at the framing of a world.

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THE ONOMANCER

*He said true things, but called them by the
wrong names.*

—E. B. Browning

A mother, hands gentle but firm on the shoulders of her youngest daughter, urges her past the threshold of the village namer: "I to came myself when I came of age – there is nothing to fear from knowing your own self." A thrill of anticipation and pride rises in her voice. "Well, go on." The girl moves forward, shy and solemn under the gaze of the namer.

"Come now, let me get a proper look at you ... I see it now. Yes. Lean closer my dear, and I'll whisper it for your ear alone."

The girl leans forward, fear and anticipation playing equal measure across her face. Then, as the namer's murmurs slip into her ear, her eyes widen and a knowing smile plays across her lips. She feels strong, alive, more powerfully herself than ever before.

An envoy bows low before the Marchioness and her retainers, and begins to lay before her his overture for a fair and prosperous peace. As he speaks, he laces his utterance with strange resonances and cadences, bewitching their minds and senses with glorious visions of their future together.

Speaking a word of power, a dark hafling wrapped in a travel-stained cloak causes the air around her to shimmer and thicken to the viscous consistency of water, allowing her party to swim to the top of the sheer rock face that barred their escape from a band of marauding orcs – now left gapping a thousand feet below.

All of these heroes are onomancers – adventurers that harness the resonance of the tongue of creation to transform the world around them.

While the powers of onomancy are wielded just as easily for good or for ill, an onomancer's



power stems from their understanding of the nature and the balance of reality, binding them closely to the world and those within it. Whether they sleep in king's halls of kings or beneath the thatched eaves of a humble village cottage, onamancers (or namers as they are more commonly known) share a deep connection with their communities and place in the world.

Namers tend to gravitate towards a specific social group or geography, and are pillars of their society, wherever they may hail from. They are sought after as wise counselors and benefactors, and a namer's advice is seldom taken lightly, even by the headstrong.

True Names

Whereas most forms of magic harness the energies that pervade the universe to create powerful effects, naming grants the onomancer the ability to manipulate the fabric of being itself through their knowledge and mastery of true names. Every object of creation, living or inert, has a true name in the ancient tongue of creation that imbues it with its true essence. While most creatures without the gift of naming are insensible of their own true names, all things resonate and respond when their true names are spoken by a master of the ancient tongue, allowing an onomancer to control – and even alter – the stuff of reality with a word. There are two types of true names: General true

names, that describe a type of thing (like race, material, or object type), and specific names (proper names of specific people or items).

Creating an Onomancer

Onamancers gravitate towards people and places, and acquire insight into the nature of being through tutelage in the tongue of creation. No namer learns on their own; while a person may independently exhibit the gift, it takes a master to teach them true names.

When creating an onomancer, consider your character's background. How did you first learn of the tongue of creation or discover your gift for naming? Were you trained in an onomantic collegium, or as an apprentice to a master namer? If you had a master, what was that relationship like? Namers typically have strong ties to their communities, so consider what might have impelled you to leave that community to enter a larger world. Did you follow a close friend into danger or discover a threat in the wider world?

Other questions you may want to address are whether the onomancer plans to return to their old community, or what keeps them away – perhaps a sense of friendship, a shameful secret in their past, or a thirst to learn new words.

Quick Build

You can make an Onomancer quickly by following these suggestions. First, consider the



incant that your character will follow and make your highest ability score the one used as the spellcasting modifier for that incant, followed by Constitution, and any other ability score the

supports the skills you'd prefer to roleplay. Second, choose the Sage background. Third, choose the succor, proper use, and distillate of the Warrior utterances.

The Onomancer Table

Level	Proficiency		Argots Known	Utterances Known
	Bonus	Features		
1st	+2	True Name, Delve True Being, Onomancer Incant	3	0
2nd	+2	Bulwark of Being	3	0
3rd	+2	Incant Feature, Utterance	3	2
4th	+2	Ability Score Improvement	3	2
5th	+3	Improved Naming	4	3
6th	+3	Incant Feature, Greater Naming	4	3
7th	+3		4	4
8th	+3	Ability Score Improvement	4	4
9th	+4	Improved Naming	5	4
10th	+4	Incant Feature	5	5
11th	+4	Paramount Naming	5	5
12th	+4	Ability Score Improvement	5	5
13th	+5	Improved Naming	6	6
14th	+5	Incant Feature	6	6
15th	+5		6	6
16th	+5	Ability Score Improvement	6	7
17th	+6	Improved Naming	7	7
18th	+6	Incant Feature	7	7
19th	+6	Ability Score Improvement	7	8
20th	+6	Heteroglot	7	8

Class Features

As an Onomancer, you gain the following class features:

Hit Points

Hit Dice: 1d8 per Onomancer level

Hit Points at 1st Level: 8 + CON modifier

Hit Points at Higher Levels: 1d8 (or 5) + CON modifier per Onomancer level after 1st

Proficiencies

Armor: Light armor, shields

Weapons: Simple weapons

Tools: choose one artisan tool or herbalism kit.

Saving Throws: Wisdom, Charisma



Skills: Choose two skills from Arcana, History, Insight, Medicine, Nature, Perception, and Religion.

Language: Two languages of your choice beyond those of your race and background.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- Any simple weapon
- Leather armor
- A light crossbow and 20 bolts
- (a) A scholar's pack or (b) an explorer's pack
- An artisan tool or herbalism kit
- A runic onomasticon of words known in the speech of creation

True Name

An Onomancer's training begins with learning their own true name. You gain the following from mastering its use:

Immutable Self: Awake to their true being, namers are difficult to change against their will. You gain a bonus equal to half your onomancer level to saving throws against magical effects that would charm you, change your form, or transport you against your will. You also gain advantage on death saves and rolls against the effects of poisons or disease.

As an action, you may grant one of these benefits to up to two named creatures within

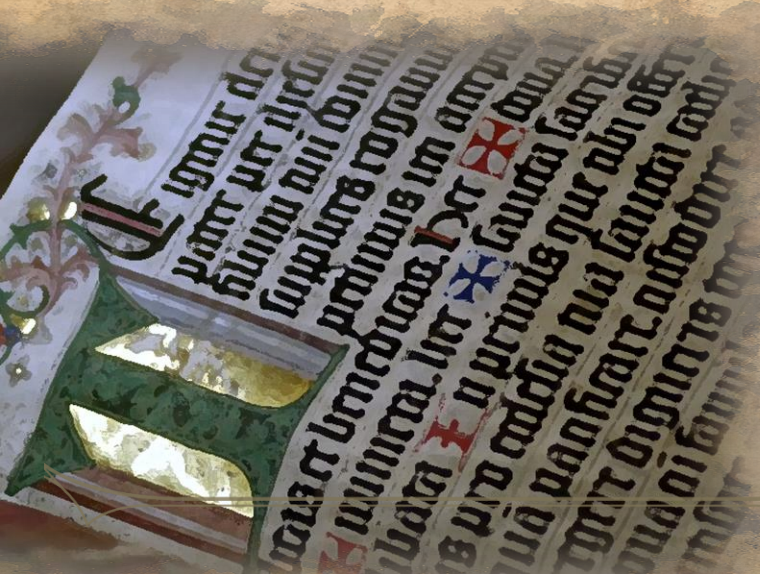
range until the end of your next turn.

Delve True Being

Using the onomantic arts, you can extract a creature, object, or location's general or specific true name. As a bonus action, you roll a contest check against a target you can see within range, adding your proficiency bonus and spellcasting modifier to your roll. On a success, you learn the true name of the target. This roll is modified as follows according to the name sought:

- For unworked raw materials (like wood, stone, fire, air, etc.), add your onomancer level and roll with advantage.
- For manufactured objects (like a sword, amulet, silk etc.), creature race, or locations, add your onomancer level.
- For magic items, add half your onomancer level with a -4 penalty for each level of rarity above uncommon.
- For spells with a visual effect, add half your onomancer level, with a -2 penalty for each spell level of the spell.
- For specific creature true names, add or subtract the difference between your onomancer level and their CR. Creatures with an intelligence of 4 or greater may add Wisdom saving throw and modifier bonuses. They roll with advantage if they know their true names. Spellcasters may substitute their spellcasting modifier and saves for Wisdom.

Delve true being can be performed as a ritual that takes 5 minutes to complete. The target must remain within line of sight and you must maintain concentration for the duration or the ritual automatically fails. If done as a ritual, your check automatically succeeds on mundane objects, races, and locations, you gain advantage on rolls to delve specific names for magical objects and creatures, and the penalty per spell level is reduced to -1.





You possess a runic onomasticon in which you record all the true names you have learned. If the onomasticon is destroyed or lost, you lose the use of names that you don't regularly use.

Onomancer Incant

At the 1st level, you choose an onomancer incant and gain the spellcasting ability modifier of your chosen incant.

You also learn three argot, which are basic naming effects that can be performed at will similar to a cantrip, and learn additional argot at the 5th, 9th, 13th, and 17th levels.

Bulwark of Being

Starting at the 2nd level, you may use your action to grant yourself or another creature whose true name you know within range temporary hit points equal to your Onomancer level + your spellcasting modifier (minimum of 4). You may use this ability a number of times equal to your spellcasting modifier per long rest (minimum of 1). Any remaining temporary hit points disappear after a long rest.

Naming

Starting at the 3rd level, you learn how to use naming utterances, which allow you to use the names you've mastered to create more powerful magic effects.

Onomancy is a unique form of magic, distinct from spellcasting traditions. It is performed at will with only verbal components and without expending spell slots or points. However, there are natural limits to onomancy, particularly as it is a verbal form of magic. These limits are true both for argot and utterances.

- Naming must have a target and only works within a range – 5 feet for whisper, 15 feet for normal speech, 30 feet for elevated speech, and 90 feet for a shout.
- Unless deafened, any creature within range can hear the naming, knows the namers location, and that they are working magic.
- Onomancers cannot perform naming if unable to speak (e.g. gagged or unconscious), are unable to create sound (e.g. due to a silence spell), or if their target is deafened.
- Direct effects ignore cover if the target can hear the onomancer. Indirect effects (moved objects, a blast of flame etc.) interact with cover as usual.
- Speaking words of power draws on a practitioner's reserves of physical and mental stamina. Too frequent or powerful use of naming causes onomancers to take temporary (or even permanent) penalties.

Naming Techniques

There two components necessary for practicing naming:



- One or more known true names.
- A naming technique, in the form of an argot or utterance.

True Names

There are two types of true names that can be used in onomancy:

General Names: The true name for generic classes of things (like wood, or axes, or a race). This allows the onomancer to use argot and utterances to create broader effects with a greater number of targets.

Specific Names: Proper true names for specific objects or creatures. Knowing a target's specific true name allows for more focused and powerful effects on an individual target.

When you use a general name in a naming technique, everything with that name within range become targeted without exception. For instance, if you used the general name for sword in a utterance, it would affect all swords within range, whether in the hands of friends or foes. When you use a specific name in an argot or utterance, it targets only the specific target named.

You may use up to two true names when using a naming technique. They can be either general or specific or mixed, and can be used to either qualify or increase the number of targets. For instance, you could use the general names for orcs and goblins to target all members of both races within range; use two specific names to target two individual creatures; or use the general true names of mind flayers and amulets to specify that you are targeting only amulets worn by mind flayers.

When you use a general true name that would affect yourself or an object on your person, you may choose to exempt yourself or the object if you wish.

Magical items and creatures that know their own true names or have legendary or lair actions can only be targeted using their specific true names.

Argot

Argot are basic techniques commonly practiced across all incants. Much like cantrips, they can be performed at will without penalty – but unlike cantrips, they only scale according to your Onomancer level and can be used with improved naming effects. You learn additional argot of your choice as you gain levels, as indicated in the Onomancer Table.

Utterances

Utterances are advanced naming techniques tied to the practice of a particular onomancer incant. You learn two utterances at the 3rd level, and learn additional utterances as you advance in the Onomancer class as shown in the Onomancer table.

Rather than having a single magic effect, utterance create a class of effects you can use on named targets. These effects depend on the types of names you use (i.e. specific vs. general) and the power level of your utterance.

There are three levels of power for utterances: lesser, greater, and paramount:

Lesser Naming: At level 3, you gain the ability to use lesser utterances. Lesser utterances have the least powerful effects and can be used will without accruing penalties unless a player begins to accrue penalties for greater or paramount naming.

Greater Naming: At level 6, you gain the ability to use greater utterances. The increased power of greater naming creates a physical and mental tax on you with prolonged continual use, as detailed in the penalties section.

Paramount Naming: At level 11, you gain access to paramount naming. The incredible potency of paramount naming can cause extreme strain on a namer with prolonged use, as detailed in the penalties section.

Spell DC and Attack

If an utterance or argot requires a saving throw, you spellcasting DC is $8 + \text{Spellcasting Modifier} + \text{Ability Modifier}$. Some naming effects require you to make an attack roll to determine whether it hits its target. Your spell attack bonus equals your spellcasting modifier + proficiency bonus. Any utterance using a d20 roll automatically fails on a natural 1.

Any creature that knows its true name also has greater resistance to naming. They may use their reaction to automatically succeed in saving



rolls against general naming, and may choose to roll advantage against specific naming. Namers may also add their proficiency bonus.

Penalties

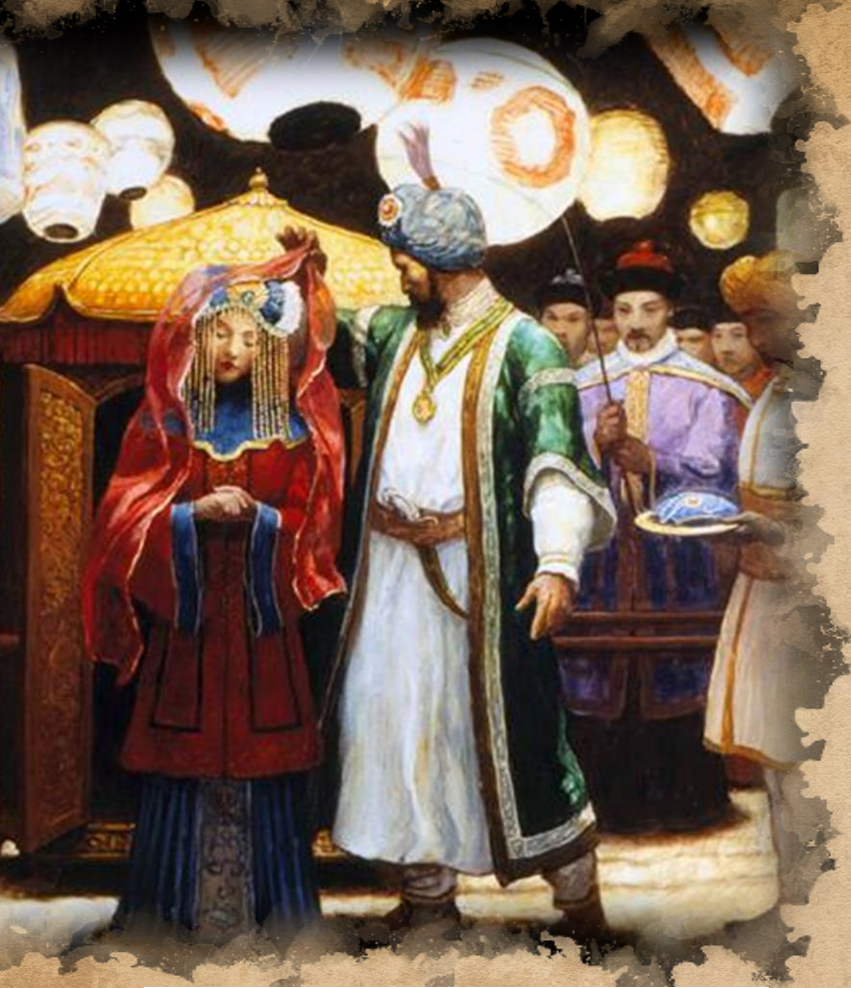
Prolonged use of powerful naming depletes an onomancer's stamina and has physical and mental consequences. Once your naming use has passed a certain threshold, you begin to take penalty rolls after each new use and applying the penalties to your character. Minor penalties tend to be temporary, more trivial effects, while major penalties can impose significant, sometimes permanent, consequences. The thresholds are:

- Roll from the Lesser Minor Penalties table for every use of greater naming beyond the number of your spellcasting modifier per long rest. This number increases by 1 for each onomancer level you gain after 6, to a maximum of 10.
- Roll from the Lesser Major Penalties table for every use of paramount naming after 2 per long rest. Your third penalty roll is from the Greater Major Penalties Table. Starting at the 15th level, the threshold is 3 per long rest.
- Once you begin accruing penalty rolls, you also roll penalties for lesser namings from the Lesser Minor Penalties Table.

All thresholds reset at the end of a long rest.

1d8 Roll	Lesser Minor Penalties
1	Strength and Dexterity modifiers are lowered by 2 for 1 minute
2	Can't benefit from healing for one minute
3	Vulnerable to 1 damage type of the DM's choice until the end of your next turn
4	Can't use bonus action for one minute
5	Your speed is halved for one minute
6	Your maxim HP is lowered 1d6 until the end of your next short rest
7-8	Roll from the Greater Minor Penalties table for this and all subsequent rolls





1d6 Roll	Greater Major Penalties
1	You die outright and can only be brought back with a Wish or True Resurrection spell or similarly powerful magic.
2	You lose the ability to use onomancy. It can only be restored using a wish spell or similarly powerful magic.
3	You suffer 5 levels of exhaustion
4	Lower all of your ability scores to 6. This can only be reversed by a Greater Restoration or Wish spell or similarly powerful magic.
5	You transform permanently into the form of a beast of CR 1 or less without the capacity for speech. This can only be reversed by a Greater Restoration or Wish spell or similarly powerful magic.
6	Any time you make an ability check, attack, or other roll on a d20, you automatically fail unless you roll a 19-20. This can only be removed by a greater restoration or wish spell, or similar magic.

1d8 Roll	Greater Minor Penalties
1	Suffer from the poisoned condition until the end of your next short rest
2	Take no benefit from short rests until after your next long rest
3	Vulnerable 1 damage type of the DMs choice until the end of a short rest
4	Cannot use bonus actions or reaction until after the end of your next short rest
5	Your maxim HP is lowered 1d10 until the end of your next long rest
6	-1d6 to wisdom and dexterity saves until the end of your next short rest
7-8	Roll from the Lesser Major Penalties table for this and all subsequent rolls

1d6 Roll	Lesser Major Penalties
1	Constitution score lowered by 4 for until the end of the next long rest.
2	Take no benefit from short rests for 1 week
3	Vulnerable to all damage except psychic, radiant, necrotic, and force damage until the end of your next long rest
4	Suffer 2 levels of exhaustion
5	Lose all proficiency and modifier bonuses until the end of a short rest
6	Blind until the end of next short rest

Concentration

Concentration works the same for naming as for any other type of spell, with one exception – you may maintain concentration on one additional argot or utterance provided it only targets you and is a lesser naming or lower. Using an utterance to alter an existing utterance you are concentrating on (like adding to an existing illusion) does not break concentration.

Improved naming

As you progress in the art of onomancy, you learn how to increase the power of your naming. Starting at the 5th level, and then again at the 9th, 13th, and 17th levels, you learn an improved naming feature of your choice from the list below. Only one feature can be used at a time unless otherwise noted in the description.

- **Inversion:** You may choose to reverse the effect of an argot or utterance as noted in its description. This can be used with other improved naming techniques.

- **Projection:** The range for your utterances and argots is magically increased to 10 feet for whisper, 25 feet for normal speech, 45 feet for elevated speech, and 120 feet for a shout.
- **Intransience:** Half the concentration time necessary to create permanent effects.
- **Conservation:** Advantage on checks or contests to negate, remove, or reverse your naming effects.
- **Accretion:** You may perform any argot or utterance below paramount as a ritual with a 'casting' time of 1 minute. You double your proficiency bonus as applies to that instance of the utterance or argot, and it does not count towards uses before accruing penalties.
- **Occlusion:** When an utterance or argot targets all targets of the same general name within range, you can exclude a number of targets equal to your spellcasting modifier.
- **Prolivity:** You may concentrate on an additional utterance or argot provided they are all at the lesser level or lower.
- **Pertinacity:** You may use an additional two greater argots before accruing penalties or remove the effect of your first penalty roll for paramount utterances. This can be used with other techniques.
- **Intonation:** Treat general name utterances or argots as specific name utterances or argots on creatures with a CR that is $1/8^{\text{th}}$ your Onomancer level or a character with $1/4^{\text{th}}$ your Onomancer level, rounded down.
- **Cognomenation:** You may use three true names as a part of your argot and utterances.

Incant Spellcasting Modifiers

Utterances use the spellcasting modifier related to their incant, and while namers *can* learn utterances outside of their incant, they may not use their proficiency bonus or their incant's



spellcasting modifier for those utterances.

Naming and Spellcasting

Onomancy is magic, and as such interacts with traditional spellcasting as follows:

- Onomancy can't be performed in antimagic fields.
- Counterspell can be used against utterances with a visible effect. Treat lesser naming as a level 2 spell, greater naming as a level 4 spell, and paramount naming as a level 7 spell.
- Dispel works the same way against persistent effects. More powerful spells, like greater restoration, work according to your DMs discretion.

An Onomancer can attempt to counter spells in several ways, with the 4th option only available to Onomancers who choose the mundane word utterance:

1. If they know the general true name of the spellcaster, they may use their reaction to impose a -2 penalty to the Spell DC or Attack roll. This counts as a lesser naming use.



2. If they know the specific true name of the spellcaster, they can use a reaction to roll a spellcasting ability contest check, causing the spell to fail on a success. Add your proficiency bonus + spellcasting modifier to the roll and add or subtract the difference between your character level and the creature's CR. There is a -1 penalty for every level of the spell, and they gain a +4 bonus for a greater naming and a +8 bonus for a paramount naming.
3. If a spell deals elemental damage and they know the true name of the element, then they can use a reaction to control the spell. Make a roll against the spell's DC or attack roll, adding your spellcasting modifier + proficiency bonus. On a success, you take no damage. On a failure by less than five, you take half damage. On a success by 5 or more, you take no damage and can redirect the effect to any location or target within 30.
4. For a spell for which they know the true name, they can use a reaction or bonus action to counter or dispel the spell.

A lesser naming causes the spell to fail and have no effect if it is level 2 or lower, and causes a 3rd level spell to fail on a roll of 11 or more on a d20.

A greater naming causes the spell to fail and have no effect if it is level 4 or lower, and

causes a fifth level spell to fail on a roll of 11 or more on a d20.

A paramount naming causes the spell to fail and have no effect if it is level 7 or lower. And causes a 8th level spell to fail on a roll of 11 or more on a d20.

If you also know the true name of the spellcaster, add a +10 bonus to your roll.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

Heteroglot

Your mind has become saturated with the tongue of creation, so that you speak it as if it were your native language. Starting at the 20th level you automatically know any general name you wish to use, the specific name of any rare or uncommon magical item, and the specific name of any creature with a CR or character level of 5 or less. You may use as many specific names as you like on targets within range.

Onomancy Incants

All onomancers, whether trained in one of the great cosmopolitan collegium of a world's capitals or brought up under the hand of a provincial master, belong to a venerable tradition that governs how they use the powers

of naming to influence the fabric of reality. At level three, you choose an Incant. There are six major Onomancer incants, each specializing in a powerful aspect of the art of naming that is tied to a different spellcasting ability score. The ability score connected to your incant is your spellcasting modifier for all argot and utterances within your incant. While you may choose to learn utterances outside of your incant, you may not use your spellcasting modifier with them.

Incant of Illusion

Onomancers from the incant of illusion, or illusionist pursue what might be or have been, focusing their talent on binding the eye and beguiling the senses. They use true names to create an appearance of reality in the mind of friend and foe alike.

Illusionists are savvy and insightful, delighting in swaying or correcting opinion – often reveling in the positioning found in court intrigues and diplomatic missions. Charisma is their spellcasting modifier.

Bonus Proficiencies

Illusionist gain insight and one charisma-based skill of their choice.

Incant Utterances

At the 3rd level, you learn 2 utterances of your choice from the Incant of Illusion list. You learn additional utterances of your choice as you progress levels as described in the Onomancer table.

Manifold Speech

Through your practice, your ability to conjure and manipulate complex and convincing images increases exponentially. Starting at level 6, you can use up to 10 true names while performing illusion utterances.

Perspacity

Your illusions become more intuitive and independent. At level 10, any illusory people you create are able to use the intimidation, performance, deception, persuasion, insight, and perception skills when interacting with creatures, using your own stats and bonuses. You learn anything they learn through these interactions.

Potent visions

Starting at level 14, you can use a bonus action to speak a creature's name while concentrating on an illusion spell. If you use a general name, you impose a -2 to any rolls to discern the illusion. If you use a specific name, you instead impose disadvantage. Your illusion can occupy a cube 500 feet in each direction.

True Creation's Sight

Beginning at level 18, you gain the ability to lift the veil of appearances and gaze into the true nature of reality. As an action, you can grant yourself true sight with a range of 120 feet (including seeing into the ethereal realm) for 5 minutes. If you perceive an illusion, you know who created it, what spell was used to create it, and what level spell slot was used. You can use this feature a number of times equal to your spellcasting modifier per long rest.



Incant of Transformation

Onomancers from the Incant of Transubstantia, or commuters, focus their powers on changing the nature of reality itself through renaming objects and creatures, thus commuting their essence, manifestation, and properties.

True names are resilient and powerful, and the long practice of bending them to their will makes commuters among the toughest and most resilient of onomancers. Commuters use constitution as their spellcasting modifier.

Bonus Proficiencies

Commuters gain their choice of proficiency in either medicine or stealth and one set of artisan's tools.

Incant Utterances

At the 3rd level, you learn two utterances of your choice from the Incant of Transformation list. You learn additional utterances of your choice as you progress levels as described in the Onomancer table.

Unyielding Form

Starting at level 3, you may add your constitution modifier to your AC as long as you are not wearing medium or heavy armor.

Restore Essence

Your powers of commutation restore as well as transform. At level 6, any time you use target a creature with a transformation utterance, you may choose to restore HP (up to their maximum). This bonus is equal to your constitution modifier for a lesser naming, your onomancer level for a greater naming, or both for a paramount naming. You may use this feature a number of times equal to your constitution modifier per long rest.

Stalwart Mind

Through long practice, you grow more skillful in maintaining your own true being in another form. Starting at level 10, you gain advantage to self-transformation rolls and saving throws, and make saving throws every second time you take damage instead of every time.

Iron Word

Even the resilience of being yields to your will. Beginning At level 14, commuting non-magical objects no longer requires concentration and you gain advantage to contest checks to commute unwilling creatures.

Greater Immutable Self

Beginning at level 18, you can no longer be transformed, physically altered, or transported by any magical means against your will.

The Incant of Eminence

Onomancers from the Incant of Eminence, or greys, use their powers to lead, guide, and direct their people. Their talents strengthen their allies, weaken their foes, and even exert outright control over the minds and actions of others, bending the stream of event around them surely to their purpose.



As natural leaders and unparalleled strategic thinkers, Greys are the most likely of any incant to wield direct authority, lead military forces, or counsel the great. Greys use intelligence as their spellcasting modifier.

Bonus Proficiencies

Greys gain proficiency in investigation and persuasion. You also gain proficiency in medium armor, shields, and martial weapons.

Incant Utterances

At the 3rd level, you learn two utterances of your choice from the Incant of Eminence list. You learn additional utterances of your choice as you progress levels as described in the Onomancer table.

Intuitive Mind

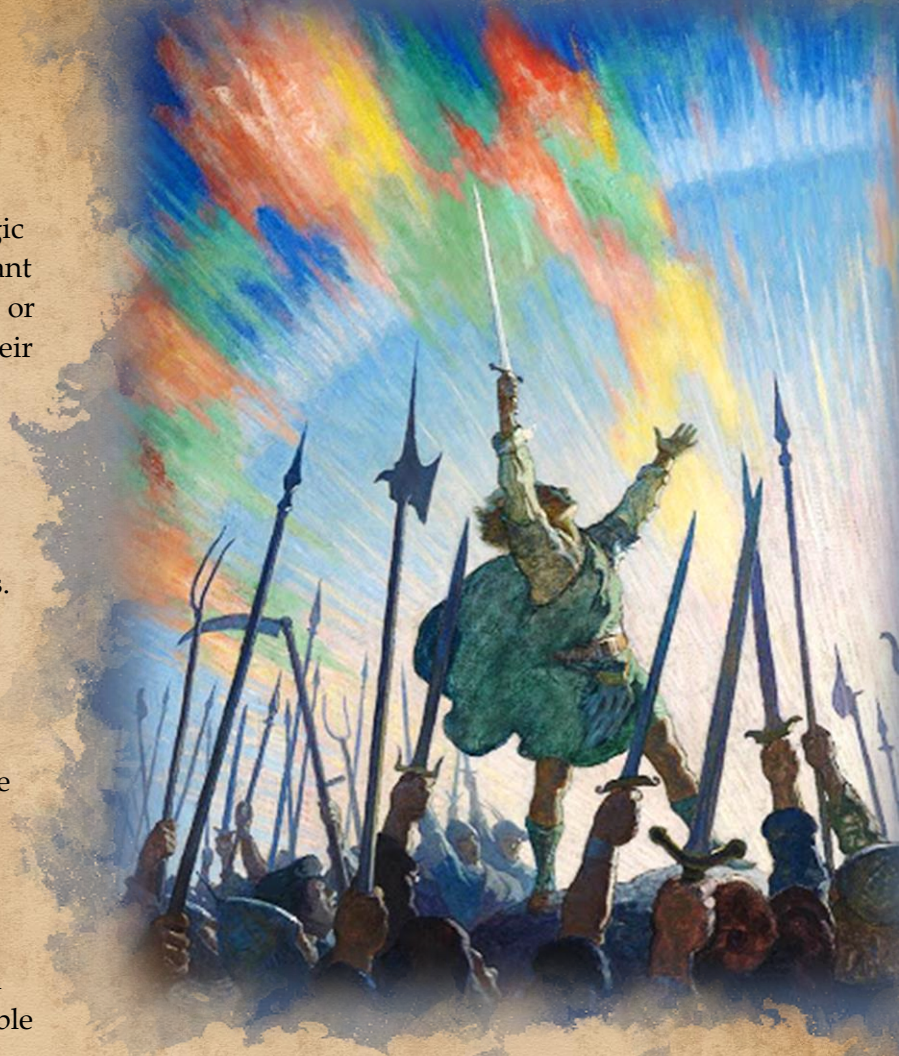
Deep study of your fellows creatures coupled with your sharp intellect has lead you to be able to predict setbacks and navigate your world with ease. Starting at level 6, you use your intelligence modifier for Wisdom and Charisma-based skills, and for wisdom and Charisma saving throws.

Shrewd Appraisal

Your piercing evaluation and analysis of a conflict allow you to hit where your foes are most vulnerable. Starting at level 10, you may add your intelligence modifier to damage rolls for weapon attacks.

Know Thine Enemy

You have learned enough of the ways of your closest friends and bitterest enemies to know how to best interact with them. Starting at level 14, choose a type of monster or two races of humanoids. You get a +2 bonus for using onomancy against that group. This takes the form of a +2 to spell DC, ability checks, or attack rolls.



Master's Mind

Beginning at level 18, your training gives you adamantine control over your own mind and will even as you read the intentions of others. You are immune to being charmed.

Additionally, you can use an action to make an intelligence contest against another creature, adding your proficiency bonus. On a success, you learn the following information.

- Ability Scores
- Current HP
- Spellcasting Ability
- Attacks and other actions or special abilities
- Immunities, resistances, and vulnerabilities
- Next determined action, if any

You may use this feature a number of times equal to your spellcasting modifier per long rest.



The Incant of Summoning

Where other namers traffic in the mundane stuff of the material world, Onomancers from the Incant of Summoning, or binders, summon and bind higher powers to their will – from primal forces of magnetism or gravitation to powerful extraplanar beings.

The raw, steel-sinewed power required to tame these forces gives binders their imposing physical strength and demeanor. They use Strength as their spellcasting modifier.

Bonus Proficiencies

Binders gain proficiency in the Athletics and Religion skills, and may use the distillate of the warrior argot on heavy weapons.

Incant Utterances

At the 3rd level, you learn two utterances of your choice from the Incant of Summoning list. You learn additional utterances of your choice as you progress levels as described in the Onomancer table.

Planar Scholar

Your deep study of the denizens and lore of other planes grants you insight into their true names. Beginning at level 6, you roll with advantage when you use delve true being to

learn the general or specific true name of any object, material, or creature not currently located in the material plane.

Mighty Summoning

The extraordinary vigor of your naming transfers to the forces you summon to your aid. Starting at the 10th level, all damage rolls from forces or creatures you have summoned add your strength modifier for their first damage roll per turn, and creatures you summon gain temporary HP equal to your onomancer level.

Force of Character

Your strength of body bleeds over into all aspects of your talent. Starting at level 14, add your strength modifier to all saving throws.

Far Traveler

Your mastery of the forces of existence allows you to stride through the planes as easily as others would move across a room. At the 18th level, you can travel to any plane of existence you know the true name of as an action. You may take one willing creature and any objects you or they are carrying. You may do this a number of times equal to your strength modifier.

The Incant of Strata

For onomancers from the Incant of Strata, or worldsmiths, their environment is their greatest co-conspirator. A worldsmith's awareness and connection with the universe around them runs deep, allowing them to transform air to water, raise cliffs from the bare earth, or conjure the darkness of the void. They use Wisdom as their spellcasting modifier.

Bonus Proficiencies

Worldsmiths gain proficiency in the nature and survival skills, and gain expertise in one of them. They also gain proficiency in cartographer's tools.

Incant Utterances

At the 3rd level, you learn two utterances of your choice from the Incant of Strata list. You learn additional utterances of your choice as you progress levels as described in the Onomancer table.

Bailiwick

Your surroundings become your ally. Starting at level 6, you can use a bonus action to cause any terrain within 20 feet of you to be difficult terrain for creatures of your choice for 1 minute. During this time, half cover counts as 3/4th cover and 3/4th cover counts as full cover for you. You can use this ability a number of times equal to your Wisdom modifier per long rest.

Earthscry

You can persuade the earth to reveal its secrets. Starting at level 10, you can use an action and expend a utterance to speak to the earth and gain information about the surrounding territory. If you expend a lesser naming use, you learn knowledge of three facts of your choosing from the following within a radius of 1 mile (outdoors) or 200 ft. (indoors):

- Terrain and bodies of water
- General makeup of flora, fauna, minerals, or people
- Number and size of buildings (outdoors) or rooms (indoors)
- Number of creatures with a CR of 9 or greater
- Influences from other planes of existence

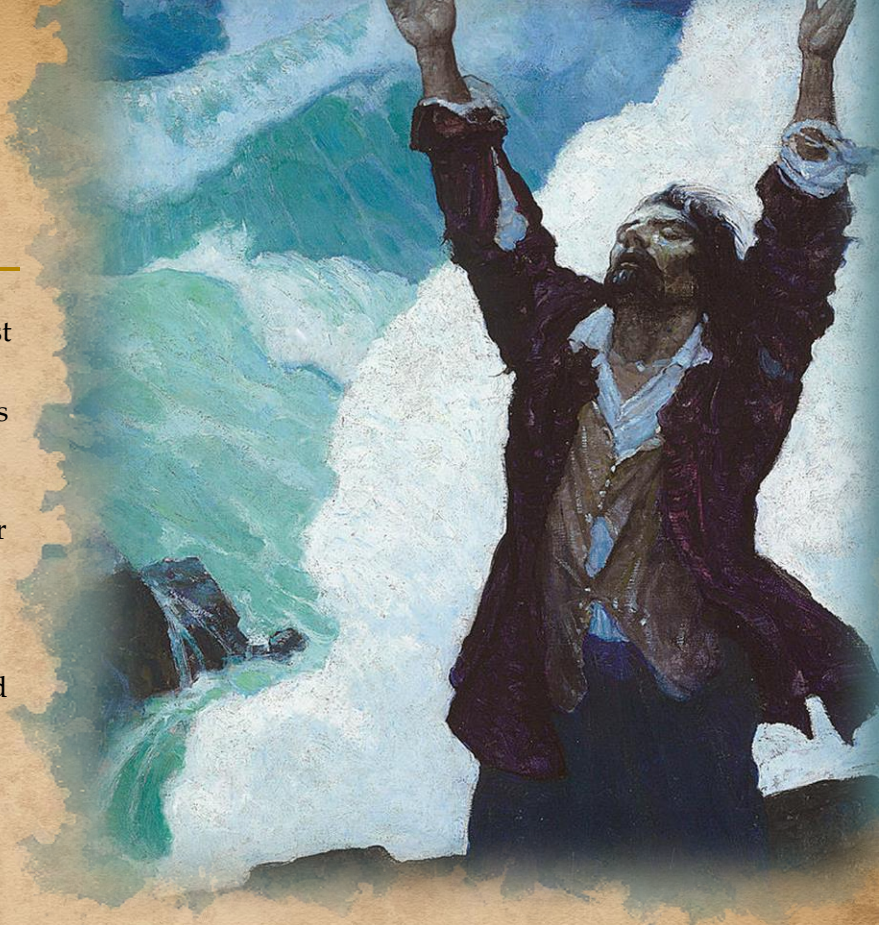
For a greater naming, the range is extended to a radius of 2 miles (outdoors) or 400 ft. (indoors), and you may ask for the following information:

- Easiest traveling route to any point within the radius
- Number and type of creatures in groups of 5 or more
- Types of buildings (outdoors) or floorplan (indoors)
- Types of creatures with a CR of 9 or greater

You can use this ability a number of times equal to your wisdom modifier per long rest.

Environmental Adept

Your mastery of your environment grants you resilience to the hardships that surround you.



Starting at level 14, environmental hazards have no effect on you (e.g. extreme heat or cold, lack of air, etc.). Additionally, you gain a swimming and climbing speed equal to your walking speed and difficult terrain from the natural environment (rocky terrain, dense underbrush, ice, etc.) has no effect on you.

Manuduct of the globe

Your connection with the world around you has become so great that the earth hears and obeys your commands far beyond the natural reach of your voice. Beginning at level 18, the range for your Strata utterances is sight, and they no longer have a maximum size within that range.

The Incant of Grist

Onomancers from the Incant of Grist, or somatists, study the art of handling the raw material of creation. At their word, steel hardens, glass melts, wood sinks, and objects move of their own accord.

Versatile and imaginative, somatists rarely find a problem that they cannot resolve. They use Dexterity as their spellcasting modifier.

Bonus Proficiencies

Somatists gain proficiency in sleight of hand and acrobatics. They also gain proficiency in the use of shields, longbows, shortbows, and martial weapons with the finesse property.

Incant Utterances

At the 3rd level, you learn two utterances of your choice from the Incant of Grist list. You learn additional utterances of your choice as you progress levels as described in the Onomancer table.

Word of Annulment

Starting at level 6, as a reaction, you may add

half your onomancer level (to a maximum of 8) to your AC or dexterity saving throw when attacked or subject to an environmental hazard (falling rocks, trap effects, etc.). If this causes you to succeed in the save or a miss, the object simply becomes immaterial and moves through you without an effect. You may use this feature a number of times equal to your dexterity modifier per long rest.

Memoriousness

Starting at level 10, you can use an action to read imprints left on an object, learning a few basic facts about it. You gain a mental image of the last creature to hold the object within the past 24 hours. You may also learn of any events that have occurred within 20 feet of the object within the past hour from the objects perspective. You can choose to see and hear such events but can't use other senses. You can't use this ability again until after a long rest.

Sculptor of Elements

The elemental powers of the earth hold little terror for you. At level 14, you gain the benefit of the elemental adept feat for two elements of your choice. Additionally, you gain resistance to damage from the chosen elements.

Inexorable Path

The material essence of this world can no longer contain you. Starting at level 18, you can use an action to allow yourself to move unimpeded through any non-magical solid material that you know the true name of in any direction for one minute. You do not displace the material, and if you end your turn inside of the solid material, you are trapped there unable to move until you use this ability again. You may use this ability a number of times equal to their dexterity modifier per long rest.

Utterances by Incant

Incant of Grist

- Attenuating Word
- Elemental Word – Fire, Water, Air, Earth, and Ice
- Thingamajig
- Vital Word
- Word of Intensity
- Word of Summons

Incant of Illusion

- Auricular Word
- Corporeal Word
- Ocular Word
- Oneiric Word
- Magic Trick
- Mein of a Thousand Whispers
- Mise en Scène
- Redolent Word
- Weirding Word

Incant of Summoning

- Adumbral Word
- Eternal Word
- Planar Milieu
- Portal of the Worlds
- Summoning Word
- Wasting Word
- Word of Binding
- Word of Levity
- Word of Magnetism

Incant of Eminence

- Amity
- Deplorable word
- Descry
- Dread Word
- Word of Celerity
- Word of Command

- Word of Compulsion
- Word of Disgust
- Word of Exhortation
- Word of Madness
- Word of Might
- Word of Prestige
- Word of Resilience

Incant of Strata

- Arcane Abeyance
- Bones of the Earth
- Calamity
- Cry of War
- Elemental Terrain
- Perils
- Plotting Word
- Word of Wending

Incant of Transformation

- Commute Being
- Commute Creatures
- Commute Essence
- Commute Objects
- Commute Self
- Commute Quality
- Restore Being

Utterance Descriptions

Descriptions for Utterances are listed below in alphabetical order by incant.



INCANT OF GRIST

Incant of grist utterances may only be used on magical items with specific name uses. If a magical item is the target of a grist utterance, you become attuned to it until the utterance ends. This does not count toward your attunement maximum.

Attenuating Word

Speaking the true name of an object as an action, it becomes immaterial or transparent.

Lesser Naming: Choose of the following options:

- You see the inner workings of an object. You gain advantage and a bonus equal to your proficiency bonus on checks to interact with the object (i.e. using thieves' tools to pick a lock, managing a vehicle, etc.).
- You impose a -2 to damage rolls on named weapons or other objects that would deal damage for one minute.

Greater Naming: Choose one of the following options:

- An object becomes transparent to you and any other creatures you name in the utterance. Concentration, 1 minute.
- You gain resistance to damage from named weapons, and shields, if named, give no bonus to AC. Concentration, 1 minute.

Paramount Naming: Choose one of the following options:

- An object becomes both transparent and immaterial to you and any other creatures you name in the utterance. Any creature that is within the object when the utterance ends is ejected in a random direction and takes 3d8 force damage and is stunned until the end of their next turn. Concentration, 5 minutes.
- Prevent all weapon damage from named weapons. Concentration, 5 minutes.

Elemental Word – Fire

You can create, extinguish, shape, move, or enlarge flames. If you control existing mundane flame, it deals 1d8 fire damage on contact. To use magical fire, you must summon it prior to

using it, and it deals 2d8 + your spellcasting modifier damage unless otherwise noted. Concentration, 1 minute.

Lesser Naming: You can use an action to create one of the following effects on your turn.

- Create 1 foot cube of fire. It can be suspended in the air or kindled on flammable materials.
- Extinguish up to 5 square feet of fire.
- Double the size of a mundane fire.
- Move up to 5 foot cube of fire up to 30 feet across the ground. If it enters another creature's space, the creature makes a dexterity check and takes no damage on a successful save.
- You cause shapes—such as the form of a creature, inanimate objects, or a location—to appear in the flames and move as you like.

Greater Naming: You gain resistance to fire damage and can create one of the following effects as an action.

- Create a 5 foot cube of magical fire within range. It can be suspended in the air or kindled on flammable materials.
- Extinguish up to 10 cubic feet of fire.
- As a bonus action, triple the size of a mundane or magical fire.
- Cause a line of fire 40 feet long and 5 feet wide to shoot out from existing flame in any direction. Each creature in the line must make a dexterity saving throw and takes 6d6 fire damage on a failed save, or half as much damage on a successful one.
- If you have existing magical flames, you may expend 5 square feet of flame per target to make a ranged spell attack against a named target. On a hit, the target takes 6d6 fire damage for a general naming and 8d6 fire damage on a specific naming.

Paramount Naming: You gain immunity to fire damage and resistance to cold damage, and can create one of the following effects or any greater or lesser effects as an action.

- Create a 10 foot cube of magical fire within range. It can be suspended in the air or kindled on flammable materials.
- Extinguish up to 50 cubic feet of fire.
- Quadruple the size of a mundane or magical fire.
- Any creature that moves or starts its turn within 10 feet of you, minus named creatures, takes 3d8 fire damage, and any creature that hits you with an attack within 30 feet takes 2d8 fire damage. This effect lasts the duration.
- You may expend 5 square feet of flame to make a ranged spell attack against a named target in range. On a hit, the flame explodes, dealing the target takes 6d6 fire damage for a general naming and 9d6 fire damage on a specific naming. Creatures within 10 feet of the explosion must make a dexterity saving throw, taking 4d6 fire damage on a failed throw and half as much on a failed one.

Elemental Word – Wind

You speak and the wind whistles to your command. While concentrating on this utterance, you are immune any damage caused by wind and take no damage from falling. Concentration, 1 minute.

Lesser Naming: You can create the following effects as an action.

- Create a gust of wind in a 20 foot radius of a point within range that is strong enough to disperse fog, clouds, and other similar effects and extinguish mundane open flames.

Greater Naming: Ranged weapon attacks against made with disadvantage against you, wind hedges out vapor, gas, and fog in your

vicinity, and the area within 10 feet of you is difficult terrain. As an action, you can create one of the following effects or a lesser effect.

- Create a stream of air 30 feet long and 5 feet wide. Each creature in the line must make a strength saving throw and take 3d8 bludgeoning damage and being knocked prone on a failed save or half as much on a successful one.
- As a reaction, you seize control of the air around you and impose disadvantage on a named creature's attack rolls against you until the beginning of your next turn. If the creature misses you with a melee attack, they repeat the roll against themselves.
- A continual wind picks up within a 30-foot radius, 100-foot tall cylinder, going up or down. On a downdraft, ranged weapon attacks that pass through area roll with disadvantage and flying creatures entering or starting their turn in the area must make a strength saving throw and be knocked prone on a failed save. For an updraft, creatures take only half damage from the falls in the area and can double their jumping height.
- You fly up to 40 feet in any direction.

Paramount Naming: Ranged weapon attacks against you automatically fail, wind hedges out vapor, gas, and fog within 20 feet of you, and that area is difficult terrain. You gain a flying speed of 60 feet. As an action, you can create one of the following effects or a greater or lesser effects.

- You can use your action to create a 15-foot radius, 60 foot tall cylinder of swirling hurricane force wind centered on a point you can see within range and lasts until the beginning of your next turn. Each creature in that area must make a constitution saving throw, taking 7d10 bludgeoning damage on a

failed save or half as much damage on a successful one. If a Large or smaller creature fails the save, it is pushed up to 10 feet away from the center of the cylinder. You may choose to maintain the whirlwind as an action on your turn and move it up to 30 feet in any direction.

Elemental Word – Water

You can create, shape, and manipulate water. While concentrating on this utterance, you have a swimming speed equal to your walking speed and can breathe under water. Concentration, 5 minute.

Lesser Naming: As an action, you can create one of the following effects.

- You produce the effect of create or destroy water as a 2nd level spell
- You produce the effect of the tidal wave spell, except it deals 3d8 bludgeoning damage

Greater Naming: You gain resistance to fire damage and suffer no penalties for underwater combat. As an action, you can create one of the following effects or a lesser effect.

- If there is a body of water within range, you can create an errant wave that makes landfall in a 30-by-30-foot square within range. Any creature in that area must make an athletics check. They take 4d6 bludgeoning damage, are knocked prone, and are pulled 15 feet in a direction you choose, or take half as much damage on a successful save.
- You produce the flood effect of the control water spell. The water level remains elevated for the duration unless you use a bonus action to dismiss the effect.
- You produce the part water effect of the control water spell. It remains for the duration unless you use a bonus action to dismiss it. When dismissed, the water crashes

back and creatures caught in the flood must make an athletics check against your spell DC and take 3d8 bludgeoning damage on a failed save or half as much on a successful one.

- You produce the redirect flow effect of the control water spell. This effect continues for the duration or until you use a bonus action to dismiss it.

Paramount Naming: You gain resistance to fire and cold damage, a swim speed of 80, and advantage on all attacks underwater. As an action, you can create one of the following effects or a greater or lesser effect.

- You summon a riptide. Water swells up to 60 feet from the shoreline and rushes back. Any creature in the area of effect besides yourself makes a strength saving roll against your spell DC and is pulled 15 feet from shore and is restrained on a failed roll. At the beginning of their turn for the duration they repeat the throw, remaining restrained and getting pulled an additional 15 feet from the shore on a failure and ending the effect on a success. You may end the effect as a bonus action. They gain a level of exhaustion for each 2 turns they spend fighting the riptide.
- You produce the whirlpool effect of the control water spell except it can be up to 50 feet deep, pulls creatures 15 feet, and deals 3d8 bludgeoning damage. It can be dismissed as a bonus action. You may only have one whirlpool at a time.
- You produce the effect of the watery sphere spell. A creature restrained in this way can't see beyond the sphere and attacks against them follow the rules for underwater combat.

Elemental Word – Earth

You gain power over stones and soil of the earth. While concentrating on this utterance,

you have advantage on stealth checks and all ability checks or saving throws to resist effects that would force you to move. Concentration, 1 minute.

Lesser Naming: As an action, you can create one of the following effects.

- You produce the effect of the earth tremor spell and the 2nd level, except the ground becomes difficult terrain for the duration.
- You produce the effect of the meld into stone spell. You may remain in the stone longer than the duration of the naming, but lose the ability to hear outside the stone and must repeat the naming to leave.
- You produce the effect of the erupting earth spell, except the ground becomes difficult terrain for the duration.

Greater Naming: Any creature that moves within 10 feet of you must succeed on a strength saving throw against your spell DC or have its movement immediately decrease to 0. As an action, you can create one of the following effects or a lesser effect.

- You may move up to your own speed in any direction through non-magical, unworked earth and stone. While doing so, you don't disturb the material you moves through. If the utterance ends while you are within the material, you are shunted out to the surface, receive 3d8 bludgeoning damage, and are stunned until the end of your next turn.
- If you are standing on stone or earth, you can raise a wall of the same material per the wall of stone spell. If made of earth, it can only be a wall, and each segment has an AC of 13 and 25 HP. The wall disappears at the end of the duration or when you dismiss it as a bonus action.
- You produce the effect of the move earth spell. The change is completed and becomes

permanent at the end of the duration, and fails if you break concentration. This action can only be taken in the first turn of the utterance, and you may not use actions to create other effects during the utterance.

- You produce the effect of stone shape.

Paramount Naming: You know the location of any creature within range that is in contact with a stone or earth surface that you are in contact with. As an action, you can create one of the following effects or a greater or lesser effects.

- If you jump as part of your movement, you send a shock wave coursing through the ground in to the end of your range. That area becomes difficult terrain until the end of your next turn. Each creature on the ground other than you that is concentrating must succeed on a DC 25 Constitution saving throw or have their concentration broken.
- You open a fissure in the earth that is 2d6 x 10 feet deep, 5d4 feet wide, and extends in a straight line from your location to the edge of your range. A creature standing on a spot where a fissure opens must make a dexterity saving throw, falling in on a failed save and moving safely to the fissures edge on successful one. A fissure that opens beneath a structure less than 100 feet long on its longest side causes it to automatically collapse. The fissure lasts for the duration or until dismissed as a bonus action.

Elemental Word – Ice

You speak and a chill wells in your presence. While concentrating on this utterance, you double your speed moving downhill and can freeze up to a 5 foot square block of water with your touch. Concentration, 1 minute.

Lesser Naming: You gain resistance to cold damage. As an action, you can create one of the following effects.

- You produce the effect of the ice storm spell, except the damage dealt is 2d6 bludgeoning damage and 2d6 cold damage.
- You produce the effect of the sleet storm spell. The effect lasts for two rounds.

Greater Naming: You gain resistance to cold damage and melee attacks or spells with an attack role that target you and deal cold damage automatically fails. As an action, you can create one of the following effects or a lesser effect.

- You sheathe the ground within range in a slick layer of black ice. Creatures that move more than 15 feet in a turn must make a Dexterity check against your spell DC and fall prone and take 2d8 cold damage on a failed save, or slide 5 feet in a random direction on a successful one. If they collide with another creature as they slide, both must repeat the Dexterity check, with the same effect.
- You speak a name and a sudden rime of frost sweeps over a target creature. The target takes 3d8 cold damage for a general naming and 5d8 cold damage for a specific naming, and their speed is halved until the end of your next turn.
- As an action, you freeze water from the air into a mantle of protective ice that does not hinder movement or action. The next time you take bludgeoning, slashing, or piercing damage, prevent up to 5d8 of that damage and the icy mantle is destroyed.

Paramount Naming: You gain immunity to cold damage and resistance to fire damage and can walk on water and other freezable liquids, which freeze instantly under your feet. As an

action, you can create one of the following effects or a greater or lesser effect.

- You produce the effect of the freezing sphere spell, within range, except the explosion radius is 40 feet and the damage dealt is 8d6.
- You create a wall of ice within range. The wall is 60 feet long, 15 feet high, and 1 foot thick and lasts for the duration. Each 10-foot section of the wall has AC 12 and 30 hit points. A creature that damages the wall with a melee attack takes cold damage equal to half the damage it dealt to the wall.
- You produce the effect of the cold of cone spell, except it is a 45 foot cone and deals 7d8 cold damage.

Thingamajig

As an action, you may name an object. For a general naming, you can locate objects of that kind within the given range. For a specific naming, you sense the direction to the object's location within the given range, are aware of the direction of its movement if it is in motion, and know its exact location if within 30 feet.

As a lesser naming, the range is your shouting range. As a greater naming, the range is 5 miles. As a paramount naming, the range is anywhere in the same plane of existence.

Vital Word

Objects spring to life and move about at your command. As an action, you can cause objects to move. At any time while concentrating on this utterance, you can use an action to expend an additional naming of the same level to add named items. This does not allow you to exceed the weight restrictions for the naming level. You must use specific names for magical items.

Lesser Naming: You can move up to 10 lbs. of named loose objects up to 30 feet per turn. You have fine control over their actions, but can't generate enough velocity to deal damage. You

may add your proficiency bonus to any action that they take in which you yourself have proficiency. If target object is not loose but can be interacted with, like a lock or a lever, you can interact with the object as you could manually. Concentration, 1 minute.

Greater Naming: You can use your action to move up to 100 pounds of named loose objects up to 40 feet per turn within range. You have fine control over their actions, and can attack with up to 4 of them, using your attack bonus to hit dealing 1d4 + your dexterity modifier of damage of a type appropriate to the object. If the object is worn or carried by a creature, you make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature. You can use these objects to do anything your DM allows and that you would know how to do yourself, including creating cover, lifting other objects, etc.

Concentration, up to 5 minutes

Paramount Naming: You can use your action to move up to 10,000 pounds of named loose objects within range up to 50 feet per turn. You have fine control over their actions, and can attack with up to 10 of them, using your attack bonus to hit dealing 1d4 + your dexterity modifier of damage of a type appropriate to the object. If the object is worn or carried by a creature, you make an ability check with your spellcasting ability plus your proficiency bonus contested by that creature's Strength check. If you succeed, you pull the object away from that creature. You can use these objects to do anything your DM allows and that you would know how to do yourself, including creating cover, lifting other objects, driving vehicles through their material components, etc. You can use magical items you are attuned to within range as if you were holding them, use a bonus action to grant yourself the help action using

the objects, or use a ready action for the objects. Concentration, up to 5 minutes.

Word of Intensity

You can use your action to imbue named objects with unusual properties. You may use a bonus action and expend an additional naming during of this utterance to change the quality of the same target. You can only have one active quality at a time unless you are using a paramount naming. You must use specific names to use this utterance on a magical object. For a lesser naming, the object gains the trait until the end of your next turn. For a greater naming, it gains the trait for concentration, up to 5 minutes. For a paramount naming, you may pick up to 3 traits, and the duration is concentration, up to an hour.

- **Velocity:** The object can be used a bonus action
- **Sturdy:** Object's AC increases by +5 and gains 10 additional HP
- **Brutal:** Deals an additional die of damage
- **Vicious:** Deals +7 damage on a critical hit
- **Silent:** Object makes no sound when used
- **Ethereal:** Object weighs half as much
- **Envenomed:** Contact through bare skin touch or a hit causes a creature must make a constitution saving throw against your spell DC or become poisoned until the end of your next turn
- **Acidic:** The object corrodes metal on contact, giving it -1 for one of its uses
- **Empowered:** +1 to any single bonus
- **Vampiric:** Wielder gains HP equal to half any damage it deals
- **Chameleon:** The object appears to be something that it is not.
- **Precise:** +2 to hit or to checks using the object
- **Lucky:** You have the lucky trait while using this object
- **Perspicacity:** Having the object on your person gives you advantage on insight checks
- **Fancy:** Using the object gives a +2 bonus to Charisma checks
- **Healing:** you receive an additional die of healing from healing spells or utterances while this object is on your person
- **Blessed:** Possessor gains 1 HP per round that it doesn't take damage
- **Bright:** Object glows, emitting 15 feet of dim light
- **Memorious:** Any creature who touches the item sees and hears a random moment that the target has been present for in the last 48 hours
- **Sticky:** Object can't be disarmed from wielder
- **Courageous:** Possessor gains advantage on saving throws against being frightened
- **Euphoric:** On the first round of combat, the possessor uses its action to grin foolishly
- **Patience:** In combat, the object has -2 the first round, -1 the second round, +1 the third round, +2 the fourth round and +3 the fifth round
- **Stimulating:** Possessor has advantage on saving rolls to avoid falling asleep
- **Brute:** On a critical hit, this object stuns the target until the end of their next turn

Inversion: Pick from the following list:

- **Torpor:** Object cannot be used as a bonus action, reaction, or ready action
- **Cursed:** Wielder has disadvantage on the saving throw of your choice
- **Hefty:** Object weighs twice its normal weight
- **Loud:** Noise made by the object is twice as loud and travels twice as far as normal
- **Wounding:** Damage dealt by this object is necrotic, and can't be healed in any way until

the target uses an action to staunch the wound

- **Reciprocity:** Any damage you deal with the object is also dealt to the wielder
- **Appalling:** Any time the wielder rolls a 1 to 4 on a d20 to use this object (including for advantage or disadvantage), they are frightened until the end of their next turn
- **Slippery:** Any time the wielder rolls a 1 to 4 on a d20 to use this object (including for advantage or disadvantage), it falls from their grasp.
- **Blink:** Any time the wielder rolls a 1 to 4 on a d20 to use this object (including for advantage or disadvantage), it blinks out of existence, returning at the end of their next turn.
- **Chaotic:** The alignment of the possessor becomes Chaotic
- **Invisible:** The object becomes invisible, making it impossible to find if dropped, but giving it advantage on attacks
- **Oblivious.** Possessor forgets one key detail from the last 24 hours
- **Impatient:** Object starts combat with +2 and takes a -1 penalty every round thereafter for a maximum of -3. This effect remains for the duration of combat
- **Dismayed:** This object deals 2 damage to possessor for every creature within 5 feet.
- **Contagious:** Any creature that touches or is touched by the possessor gains any disease or condition they suffer from
- **Soporific:** Wielder makes a constitution save after every use of the object and gains one level of exhaustion on a failed save
- **Unlucky:** A roll of a 2 or 3 on a d20 counts as a 1 when using this object
- **Specious:** Object has -2 to hit or use
- **Draining:** Object causes -1 to the bonus of your choice for the possessor

Word of Summons

You use an action to speak an object's specific name within a specified range and summon it to yourself. If the object is being worn or held by another creature, they must make a Strength check against your spell DC, with the naming failing on a successful save. If the object is small enough to be held in your hand, it appears in your hand. If it is larger, it appears in the nearest unoccupied space in front of you.

Lesser Naming: The object must be small enough to be held and the range is 90 feet.

Greater Naming: The object must be medium or smaller and be within a range of 1 mile.

Paramount Naming: The object must be large or smaller and must reside in the same place of existence.





INCANT OF ILLUSION

Utterances from the Incant of illusion have several unique properties. While a word must be spoken at a volume appropriate to the range to begin an illusion, a whispered word will suffice to add on to or alter an illusion. By expending more utterance uses, you can alter existing illusions you are maintaining, or add illusion layers or types. All illusions or any part may be dismissed as an action. Creatures that drop to 0 HP from psychic damage caused by illusion utterances are unconscious but stable. If a creature detects an illusion, it can't cause damage and becomes translucent.

Auricular Word

Concentration.

As an action, you create and control a sound or sounds of objects that you know the name of equal to the number of true names you pronounce. General words produce a generic sounds (a generic voice of a goblin or generic explosion), specific words replicate a specific sounds (the sound a particular persons voice or the timbre of a particular lute). You control the volume of the sound.

Lesser Naming: The sound can only be heard within a 10-foot radius of a point within range,

must be predetermined or preprogramed, and can continue on loop as long as you maintain concentration.

Greater Naming: The sound can be heard at your full and you control it in real time. You can also add new sounds (i.e. additional types of sounds or specific voices, etc.) with additional utterance uses. A sound loud enough can deafen a creature on a failed Constitution save against your spell DC.

Inversion: Do a Charisma check plus your proficiency bonus against the spell's DC to dispel an illusory sound.

Paramount Naming: The sound can react intuitively within a running illusion without your conscious action or knowledge (i.e. an illusory vase getting knocked over makes a crash, illusory people can speak at a basic level outside of your earshot) and may extend within a 200-foot radius and lasts up to 4 hours without concentration.

Corporeal Word

Concentration.

As an action, you create and control an illusory creature or creatures that you know the name of equal to the number of true names you pronounce. General names produce a generic creatures, specific names replicate a specific

creature. You can control their actions and interactions.

Lesser Naming: Illusory creatures cannot move position (though they can gesture), must be large or smaller, and are intangible.

Inversion: You may a charisma check plus your proficiency bonus against the spell's DC to dispel an illusory creature.

Greater Naming: Illusory creatures can move within range under your control, and are tangible. The creature can be huge or smaller. An illusory creature that attacks uses your spell attack bonus, deals 1d4 psychic damage, has 10 HP, and moves directly before your turn in combat.

Paramount Naming: Illusory creatures can move and act independently on a basic level outside of your direct control within a 200 foot radius and last up to 6 hours without concentration. It can be any size.

Ocular Word

Concentration.

Using an action, you create the image of an object or objects that you know the true name of, either worked or unworked, equal to the number of true names you pronounce. General words produce a generic item, specific words replicate a specific item (i.e. a specific book, distinctive amulet, etc.).

Lesser Naming: The illusion is intangible and must be of a size to fit in a 5-foot square.

Inversion: You may do a charisma check plus your proficiency bonus against the spell's DC to dispel an illusory object of comparable size.

Greater Naming: The illusion feels tangible and must fit within a 20 foot square. The illusion can be hefted and acted upon like any other object, and deals 1d4 psychic damage in situations where the real object would deal damage. The item can be altered mid illusion.

Paramount Naming: The illusion can interact visually (i.e. an illusory torch can be lit, a magical item that reacts visually to a word of command reacts, though it does not create the magical effect) and must fit within a 400 foot square, and lasts for 24 hours without concentration.

Oneiric Word

Concentration.

As an action, you can enter a sleeping creature within range's dreams. Creatures can't be damaged during this dream, and while you enter and remain in the dream, your body is asleep. Anyone that does anything that would awake you normally ends the naming, and you can leave the dream as an action at any time.

Lesser Naming: You enter their existing dream and either interact with the dream or observe invisibly.

Greater Naming: You can interact with the dream using any of the effects of the oracular word, mien of a thousand whispers, corporeal word, auricular word, and redolent word. You may remain invisible to the dreamer.

Paramount Naming: You may orchestrate the entire dream per any of the illusion utterances. You can awake the dreamer at will, and may also keep them asleep at will, though the dreamer can make an Intelligence check against your spell DC to wake up if they realize that it is a dream.

Magic Trick

As an action, you can reproduce the visible effect of any spell with a visual effect of which you know the true name. It uses your spell attack bonus and spell save DC. You get a +5 bonus to attack or spell DC and can add your spellcasting modifier to damage if you use a specific name for a target. Any spell that requires concentration also requires concentration to mimic. Area of effect spells

that require a Dexterity save for half damage also do so as an illusion.

Lesser Level: The utterance does psychic damage equal to the spell, up to 2d6 damage.

Greater Level: The utterance does psychic damage equal to the spell, up to 4d6 damage. If the target or targets would normally be moved as a part of the spell's effect (i.e. pushed, pulled, knocked prone, etc.) they take the action as a reaction of their own accord, provoking opportunity attacks as appropriate. Spells that cause blindness or deafness do so to targets as described in the spell.

Paramount Naming: The utterance does psychic damage equal to the spell, up to 10d6 damage.

Mien of a Thousand Whispers

Concentration.

As an action, you make yourself – including your clothing, armor, weapons, and other belongings on your person – look different until the spell ends or until you use your action to dismiss it. A general name creates a generic disguise, while a specific name can create a disguise as a particular creature. You can change or alter your disguise as an action.

Lesser Naming: the disguise is intangible and must be the same size category.

Inversion: You may do a charisma check plus your proficiency bonus against the spell's DC to dispel an illusory disguise. You do so with advantage if you use the disguised creature's specific true name.

Greater Naming: The disguise becomes tangible and may include disguising your voice and any other sensory illusions you desire (smell, taste, texture, etc.).

Paramount Naming: The disguise lasts 24 hours without concentration and you gain advantage on insight checks made against you.

Mise en Scène

Concentration.

Using an action, you create illusory surroundings either in or outdoors, that you know the true name of (i.e. room, library, house, woods, etc.). General words produce generic surroundings, specific words replicate a specific surrounding. The surroundings appear with all inanimate objects that would naturally occur, but you must use oracular word to create objects that can be handled.

Lesser Naming: The illusion is intangible and must be of a size to fit in a 40 foot radius.

Greater Naming: The illusion feels tangible and must fit within a 100 foot square. Any objects that are not created in the space using oracular word cannot be moved or interacted with other. Any environmental hazards that would produce damage do 1d4 psychic damage.

Paramount Naming: the illusion can interact visually (i.e. an illusory torch can be lit, a magical item that reacts visually to a word of command reacts, though it does not create the magical effect) and must fit within a 800 foot square, and lasts for 24 hours without concentration.

Inversion: You may use your action to do a charisma check plus your proficiency bonus against a spell's DC to dispel illusory terrain of comparable size to the utterance expended.

Redolent Word

Concentration.

As an action, you create and control smells or tastes from objects you know the name of equal to the number of true names you pronounce. General words produce a generic taste or smells, specific words replicate a specific tastes or sounds (i.e. the smell of grandma's pie). You can control the strength of the taste or smell.

Lesser Naming: The odor or flavor can only be smelled or tasted within 10-foot radius, and

must be predetermined or preprogramed. It can continue on loop as long as you maintain concentration.

Greater Naming: The odor or taste can be anywhere in your range and you control them in real time. You can also add new smells or tastes (i.e. additional types of sounds or specific voices, etc.) with additional utterance uses. A smell can be strong enough to be nauseating, triggering the poisoned condition or even the effect of stinking cloud on a failed Constitution save against your spell DC.

Paramount Naming: The smell or taste can react intuitively within a running illusion without your conscious action or knowledge (i.e. a flower smells like a flower) and may extend within a 200 foot radius and lasts up to 4 hours without concentration.

Weirding Word

Concentration.

Using an action, you can add nightmare elements to your illusions and dreams. To add a weirding to an illusion, choose a monster and roll a Charisma check with your proficiency bonus against the CR of the monster plus 5, creating a illusory monster on a successful roll.

Lesser Naming: Monsters or apparitions you create within the illusion can frighten targets on a failed Wisdom save against your spell DC. They get +1 to their role for every CR level below their own, and -1 for every 2 CR levels above their own. At the beginning of each of their turns they can make the saving roll again, and are no longer frightened on a successful roll. They can't be frightened by the same weirded monster again. The illusions are intangible, and a creature that discerns they are illusions is no longer frightened.

Greater Naming: Weirded monsters and apparitions deal 1d4 damage plus your charisma modifier psychic damage, use you spell attack bonus, and have 2 HP for each CR

of the monster. In dreams, they can deal 1d4 psychic damage to the dreamer, who rolls an intelligence save against your spell DC to wake up every time they take damage. A creature that receives 10 or more psychic damage in a dream does not gain the benefit of a short or long rest.

Paramount Naming: Weirded monsters deal 2d4 plus your charisma modifier psychic damage and have 5 HP for each level of CR. In dreams they deal 1d4 plus your charisma modifier psychic damage and targets have disadvantage on their saving rolls to wake up. The monster persists in their dream for up to 4 hours without concentration, even if you leave the dream.





INCANT OF SUMMONING

Utterances from the incant of summoning often include a special name – the name of a plane. An onomancer can delve true being to learn the name of a plane using any creature that has been to that plane at any time. The process is the same as delving a generic race name.

Adumbral Word

Concentration.

You produce the effect of the darkness spell.

You may also use the true name of a creature or object to have it be the epicenter of the darkness. For a creature or a worn or carried item, the creature can make a Wisdom saving throw against your naming. On a success, the darkness is tied to the point that they occupied at the time of the naming, not their person or the object.

Lesser Naming: The darkness emanates 10 feet and suppresses all natural light or light created by cantrips.

Greater Naming: The darkness emanates 30 feet and suppresses magical light created by spells of the 3rd level or below.

As a bonus action, you may expend a naming to give creatures you name within range darkvision for 60 feet that can penetrate magical darkness for 5 minutes.

Paramount Naming: The darkness emanates 80 feet, you automatically can see in the magical darkness, and any creature without darkvision within the darkness must make a Wisdom saving throw against your spell DC or become frightened until they leave the area of the darkness.

Inversion: Light radiates from a point or creature similar to the area of darkness.

Lesser Naming: The light emanates for a radius of 15 feet of bright light with an additional 10 feet of dim light.

Greater Naming: The radius of bright light grows to 30 feet with 20 feet of dim light. You may choose one of the following effects:

- The light is bright enough to blind creatures within the area of effect. Creatures who start their turns for the first time within the bright light area make a constitution save against your spell DC and become blinded until they leave the area on a failed save.

- The glare makes it harder for creatures within the light to fight effectively. Creatures outside the area of effect have advantage on attacks against them, and they have disadvantage on attacks against creatures outside the effect.

As a bonus action, you may expend a naming to give creatures you name within range brightvision for 5 minutes, allowing them to see normally in blinding brightness.

Paramount Naming: The light emanates 80 feet with an addition 40 feet of dim light. If you so choose, the light can be bright enough have either or both effects described in the greater naming, except that creatures are blind while in the light on a successful save and blinded for one minute on a failed one, and they take 4d8 radiant damage on a failed throw and half as much on a successful one. The light does not effect you. You can choose the duration to be 10 minutes without concentration.

Eternal Word

Concentration.

As an action, you can speak an utterance to alter the flow of time surrounding you.

Lesser Naming: choose one of the following:

- Creature cannot be surprised
- Target creature gets a 1d4 bonus to initiative rolls
- Force a creature to reroll an attack or saving roll (instantaneous)
- Target creature's movement doesn't provoke opportunity attacks
- Target creature has advantage on first attack per round

Numerical bonuses are doubled for specific name uses.

Inversion: You can choose one of the following effects:

- Target creature gets 1d4 penalty to initiative rolls

- Opportunity attacks against target creature are made with advantage
- Creature has disadvantage on first attack per round

Numerical penalties are double for specific name uses.

Greater Naming: You can choose one from the following affects or two from the lesser naming options:

- Target creature gains 30 feet of movement
- Target creature within range makes a constitution saving throw against your spell DC. On a failed save, the creature is caught in a time warp until the end of your next turn or until the creature takes any damage. While thus encased, the creature is incapacitated and has a speed of 0.
- Target creature benefits from the effects of the haste spell
- You impart luck to target creature, which they can use at any time during the duration, before or after a roll but before the result is known
- Target creature can use its bonus action to take the dash, dodge, disengage, or help action

If you use a creature's specific name, you may double numerical bonuses, negate the exhaustion following haste, and impose disadvantage on saving rolls.

You may also use a naming as a reaction to delay an environmental effect until the end of your next turn (falling rocks, sprung traps, etc.)

Inversion: choose two from the lesser naming options of one from the following:

- Target creature rolls a Wisdom saving throw against your spell DC with its speed is reduced to 10 feet on a failed save

- Target creature rolls a Wisdom saving throw against your spell DC and experiences the effect of a slow spell on a failed save
- Target creature cannot use its bonus action

Numerical penalties are double for specific name uses and have disadvantage on saving throws.

Paramount Naming: You can choose two options from either the greater or lesser naming list, or choose from one of the following:

- Target creature enjoys the effects of the foresight spell. Concentration, up to 2 hours.
- Target creature suffers the effect of the time ravage spell, except dealing 8d12 necrotic damage. Concentration. Effect ends at the end of the spell. (specific name only)
- Creature adds +5 AC (+7 for specific naming) and takes half damage on failed dexterity saves and no damage on successful ones (+2 to dexterity saving rolls with specific name)
- As a reaction, you produce the effect of the temporal shunt spell.
- As a reaction, you may decide whether a roll succeeds or fails

Inversion: Choose two options from either the greater or lesser naming list or choose one of the following:

- Creature has -10 penalty to initiative rolls and disadvantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have advantage on attack rolls against the target for the duration
- Creature gets -5 AC (-7 for specific naming) and automatically fails dexterity saves
- Reverse effects of all spells, attacks, and other actions completed since the beginning of your last turn. Return all creatures to their locations at that point. Spell slots and features expended during that term remain expended.

If a spell slot of level 7 or greater was expended, make a strength saving throw adding your proficiency bonus against their Spell DC + 2 for each spell level above 7 or the effect fails.

Planar Milieu

Using an action, you summon the hazardous forces of another plane of which you know the true name to a point within range. The effects are as follows, as described in the DM Guide:

- **Astral Plane:** Psychic Winds, mental effects only
- **Feywild:** Memory loss, for the last hour
- **Shadowfell:** Shadowfell despair, except saving roll is repeated every turn and the effects last for one minute
- **Elemental Plane:** +2 to damage rolls for elemental damage from the elemental plane invoked.
- **Mount Celestia:** Blessed Beneficence
- **Elysium:** Overwhelming Joy
- **The Beastlands:** Hunter's Paradise
- **Arborea:** Intense yearning, except saving roll is for each turn within the effect, and can repeat the save at the end of each save.
- **Ysgard:** Immortal Wrath
- **Limbo:** Power of the Mind
- **Pandemonium:** Mad Winds, except saving throws are repeated every turn, the exhaustion lasts for one minute, and the form of indefinite madness lasts 1 hour
- **The Abyss:** Abyssal Corruption, except saving throws are repeated every turn and effects last 1 minute
- **Carceri:** The creature does a wisdom check against your spell DC to leave the effected area
- **Hades:** See the abyss
- **Gehenna:** Cruel Hinderance

- **9 Hells:** Pervasive evil, except saving throw is repeated every turn and effect last for 1 hour
- **Acheron:** Bloodlust
- **Mechanus:** Law of Averages
- **Arcadia:** Planar Vitality

Any creatures that you summon from another plane have advantage to attack and saving rolls and suffer none of the effects while they are within the effect of their plane of origin.

Lesser Naming: The effect has a 5 foot radius and lasts until the end of your next turn.

Greater Naming: The effect has a 20 foot radius has a duration of concentration, up to 1 minute. You can concentrate on this utterance while concentrating on binding a being from the same plane.

Paramount Naming: The effect has a 60 foot radius, has a duration of concentration, and you can speak your own true name to exempt yourself from the effect if you enter. You can concentrate on this utterance while concentrating on binding a being from the same plane.

Portal of the Worlds

Concentration.

You open a portal to another plane whose name you know.

Lesser Naming: This is performed as a 1-minute ritual that transports yourself and anything you are wearing or carrying, to the other plane. The location on the other plane is random, and returning in this way to your own plane returns you to the exact same location.

Inversion: You can perform a 1 minute ritual to banish a creature or object to its home plane provided you it remains within range the entire ritual.

Greater Naming: You use an action to transport yourself and one other willing creature to another plane. You can specify a place if you know the specific name for it, and upon

returning can appear anywhere within 100 feet of the original location. If you are opening a portal to summon a planar creature, you may instead use a bonus action to create a portal through which only the summoned creature can pass.

Inversion: You can attempt to banish a creature or object to the named plane of your choosing. As an action, make the creature roll a Wisdom saving roll against your Spell DC. They get -1 for every CR level below your onomancer level and +1 for every level above it.

Paramount Naming: You use an action to open a portal twenty feet square to a place of your choosing in another plane. It remains open for 1 hour or until you use an action to dismiss it. You may choose to use naming to prohibit specific types of creatures from passing, or name specific creatures or groups of creatures as the only kind that can pass. On returning to your home plane, you can open the gate any place where you know its specific name, or in a random location matching the general name you use.

Summoning Word

You summon a creature from your own plane to aid you. This may be any generic humanoid or beast for which you know the general name that are native to your plane. You may either target all instances of applicable targets within range (beasts only), or use a bonus action to create a portal to the nearest named creature that only they can pass through.

Use your action to perform delve true being to learn the specific name of each creature. On a successful check they are 'summoned.' On an unsuccessful check, target creatures remain unaffected and remain where they are.

Summoned creatures are friendly to you and your companions. You roll initiative for the summoned creatures as a group, but each has its own turn. They obey any verbal commands

that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. If your concentration breaks, the creature returns to its original location and is no longer subject to the effects of the spell.

Lesser Naming: You may summon creatures with a CR of up to 2, suffering a -2 penalty on your dexterity saving throw for every full level of CR. Concentration, up to 2 minutes.

Greater Naming: You can summon creatures with up to a CR of 4. Concentration, up to 20 minutes.

Paramount Naming: You can attempt to summon any applicable creature, suffering a -1 penalty on your dexterity saving throw for each CR level above 6. The summons lasts for 1 hour without concentration.

Wasting Word

As an action, you use the speech of creation to manipulate the life force of a creature within range.

Lesser Naming: Choose one of the following:

- Target cannot regain hit points for 3 rounds
- Creature suffers -2 to their constitution rolls until the end of your next turn and falls prone
- Make a ranged spell attack roll against a target, inflicting 2d10 necrotic damage on a hit
- A creature makes a Constitution saving throw against your spell DC. On a failed save they suffer the effects of the ray of enfeeblement spell.

Specific name uses add an additional damage die, double numerical penalties, and cause saving throws to be rolled with disadvantage.

Inversion: choose one of the following effects:

- Target gains 1d4 + 4 temporary hit points

- As a reaction or action, target gets advantage on constitution saving rolls until the end of your next turn

Add one additional die for specific name uses.

Greater Naming: Choose two options from the lesser options or one of the following:

- Target cannot regain hit points for 2 minutes
- Make a ranged spell attack roll against a target, dealing 4d10 necrotic damage on a hit. You may also choose to only deal 3d8 damage and either regain HP equal to half the damage dealt or inflict the poisoned condition.
- Target makes a Wisdom saving throw against your spell DC. On a failed save, they experience the effect of a bestow curse spell for 1 minute.

If you use a creature's specific name, add 2 damage dice, double numerical penalties or durations, and impose disadvantage on saving rolls.

Inversion: Choose two options from the lesser list or one from the following:

- Target gains 2d4 + 4 temporary hit points
- Target gets 1d4 bonus to Strength, Dexterity, and Constitution saving throws for 1 minute
- End poison effect or any disease affecting target creature
- You speak the name of a creature that has died within the last minute. That creature returns to life with 1 HP

Double the number of die for specific name uses.

Paramount Naming: Choose two options from the greater or lesser lists, or choose one from the following:

- The target makes a Constitution saving throw. On a failure, it cannot regain hit points until after a long rest

- You produce the effect of the circle of death spell.
- You send negative energy coursing through a creature within range, causing it searing pain. The target must make a Constitution saving throw and take 30 necrotic damage on a failed save, or half as much on a successful one. If you use a specific name, add another 8d8 to the damage

Specific naming imposed disadvantage on saving rolls and adds 3 damage dice unless otherwise specified.

As an inversion, you gain the following options:

Inversion: Choose two options from the greater or lesser list or choose one from the following:

- You imbue target creature with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by 2, or end up to two of the following effects:
 - Effect that charmed or petrified the target
 - A curse, including the target's attunement to a cursed magic item
 - Any reductions to the target's ability scores
 - Effects reducing the target's hit point maximum
- Target is immune to poison and disease for 24 hours
- You speak the specific name of a creature in range that has been dead for no longer than 10 day. It is restored to life with all its hit points. This closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died.

Word of Binding

Concentration.

You summon a creature whose name you know from another plane to aid you. Use a bonus action to use portal of the worlds to create a

portal to the nearest named creature that only it can pass through.

Use your action to perform delve true being to learn the specific name of the creature. On a successful check they are 'summoned.' On an unsuccessful check, target creatures remain unaffected and remain where they are.

Roll initiative for the creature, which has its own turns. When you summon it and on each of your turns thereafter, you can issue a verbal command to it (requiring no action on your part), telling it what it must do on its next turn. If you issue no command, it spends its turn doing nothing except defending itself if attacked. It returns to its home dimension if its HP is reduced to 0.

If the creature has a greater CR than your own, it makes a wisdom saving throw against your Spell DC with disadvantage at the end of each of its turns to regain control of itself. You also lose control over the creature if you break concentration.

If you lose control of a creature, you can use a reaction to banish it to its home plane using portal of the worlds. Otherwise, it becomes hostile to you and your allies and remains for 2d4 rounds.

Lesser Naming: Summon a creatures with a CR of up 2, suffering a -2 penalty on your delve true being roll for every full level of CR. Concentration, up to 5 minutes.

Greater Naming: Summon a creature with up to a CR of 4. Concentration.

Paramount Naming: You can attempt to summon any applicable creature, suffering a -2 penalty on your delve true being roll for each CR level above your onomancer level. The summons lasts for 1 hour without concentration.

Word of Levity

As an action, you can speak word to harness the power of gravitation.

Lesser Naming: Choose one of the following:

- You produce the effect of the magnify gravity spell, without half damage on successful save.
- Target is suffused with its own gravitational field until the end of its next turn. It makes a Wisdom saving throw and takes a -2 penalty to AC and an additional 1d4 damage from weapons or falling on a failed save. It also has advantage on athletics checks to grapple or climb. Concentration, up to 1 minute
- You fix in place an object within range per the immovable object spell, except the object can only hold 2000 pounds and creatures whose specific true name you designate when you cast this spell can move the object normally. Concentration, up to 1 hour.
- You alter the weight of the target to double its normal weight. Its speed is reduced by 10 feet, and it has advantage on Strength checks and Strength saving throws.

Saving throws are made with disadvantage for specific name uses.

Inversion: Choose one of the following:

- The gravity in a 20-foot-radius sphere centered on a point you can see within range disappears until the end of your next turn. Creatures within the sphere can fly within the area and objects have no weight.
- Target is suffused with gravitational repulsion until the end of its next turn. It gains +2 AC and takes 1d4 less damage from mundane weapons and falls. It automatically fails grapple and climbing checks and can't be grappled.
- You alter the weight of the target to half its normal weight. Its speed increases by 10 feet, it can jump twice as far as normal, and it has disadvantage on Strength checks and Strength saving throws. Concentration.

Numerical benefits are double for specific name uses.

Greater Naming: Choose two options from the lesser list or one from the following:

- Target is suffused with a strong gravitational field until the end of its next turn. It makes a Wisdom saving throw and takes a -4 penalty to AC and an additional 1d10 damage from weapons or falling on a failed throw. It also has advantage and a +2 bonus on athletics checks to grapple or climb. Concentration, up to 5 minutes.
- You produce the effect of the pulse wave spell, pulling only.
- You produce the effect of the gravity sinkhole spell.
- Whenever other creatures come within 20 feet of target creature, they must make a Constitution save against your spell DC or have their speed reduced to 0. On a successful save, the area counts as difficult terrain.
- Target creature cannot fly, and falls if it is currently in flight.

Numerical bonuses or penalties are doubled, 2 dice are added for damage effects, and saving throws have disadvantage on saving throws for specific namings.

Inversion: Choose two options from the lesser list or one from the following:

- Target is suffused with a strong gravitational repulsion until the end of its next turn. It gets a +4 bonus to AC and takes 1d8 less damage from weapon damage rolls or falling. It also has disadvantage and a -2 penalty on athletics checks to grapple or climb. The duration is concentration, up to 1 minute.
- You produce the effect of the pulse wave spell, pushing only.
- A 20-foot-radius sphere of antigravity force forms at a point within range and pushes out

at the creatures there. Each creature in the sphere must make a Constitution saving throw. On a failed save, the creature takes 4d10 force damage and is pushed in a straight line away from the center, ending in an unoccupied space on the edge and is knocked prone. On a successful save, the creature takes half as much damage and isn't pushed.

Numerical bonuses are doubled, 2 dice are added for damage effects, and saving throws have disadvantage for specific namings.

Paramount Naming: Choose two of the greater or lesser options or one of the following:

- You manifest a ravine of gravitational energy per the gravity fissure spell.
- You produce the effect of the dark star spell except the radius is 30 feet. Concentration, 1 minutes.
- You produce the effect of the ravenous void spell, except the range of the effect outside the sphere is 70 feet, and an unsuccessful strength save pulls creatures 50 feet towards the sphere. Concentration, 2 minutes.

Saving throws are made with disadvantage and damage effects add 2 die for specific name uses.

As a greater naming, you can

Inversion: Choose two options from the greater or lesser list, or choose one from the following:

- You manifest a chasm of antigravitational energy in a line originating from you that is 100 feet long and 5 feet wide. Each creature in that line must make a constitution saving throw, taking 6d8 force damage, is pushed 10 feet in the direction of your choice off the line, and is knocked prone on a failed save, or takes half as much damage on a successful one. Each creature within 10 feet of the line but not in it must succeed on a constitution saving throw or take 6d8 force damage.

- You create a 60-foot tall cylindrical wall of destructive anti-gravitational force that is 10 feet thick and up to 20 feet in radius on the inside. The wall of anti-gravitational force and any space within 70 feet of the outside of it are difficult terrain. Any creature that starts its turn within 70 feet of the outside of the wall must succeed on a Strength saving throw or be pushed 50 feet straight away from the center of the cylinder. A creature that enters the wall for the first time on a turn or starts its turn there takes 5d10 force damage, is knocked prone, and has its speed reduced to 0. A creature can use its action to make a Strength check against your spell save DC, ending this condition on itself or another creature in wall that it can reach. On a failed save, it is pushed 50 feet straight away from the center of the cylinder. Concentration, up to 1 hour.

Saving throws are made with disadvantage and damage effects add 2 die for specific name uses.

Word of Magnetism

As an action, you can speak a word to harness the forces of magnetism. This utterance only works with metals that are magnetic (i.e. iron steel, cobalt, nickel).

Lesser Naming: Choose one of the following:

- Target in metal armor reduces speed by 10 feet for 1 minute
- Target in metal armor gets -2 to AC. Concentration, up to 1 minute
- Target metal weapon gets +1 to attack and damage rolls against foes in metal armor for 1 minute
- You can move up to 10 pounds of metal objects up to 30 feet. You have fine control over their actions, but can't generate enough velocity to deal damage.

Numerical penalties double and saving rolls are made with disadvantage for specific name uses.

Inversion: choose one of the following:

- As a reaction, target in metal armor gets +2 to AC against metal weapons until the end of your next turn
- Target metal weapon gets -2 to attack and damage rolls against foes in metal armor. Concentration, up to 1 minute
- Target in metal armor makes a strength saving throw. On a fail, you move it 10 feet in any direction

One die is added to damage effects, and saving throws have disadvantage for specific namings.

Greater Naming: Choose two options from the lesser of greater list, or one from the following:

- Target in metal armor must make a strength saving roll against your spell DC. On a failed save their movement is 0 for their turn. This throw is repeated at the beginning of every turn. Concentration, up to 1 minute.
- You can move up to 100 pounds of metal objects you name up to 40 feet per turn within range. You have fine control over their actions. If the object is worn or carried by a creature, you make strength check against that that creature. If you succeed, you pull the object away from the creature. Concentration, up to 5 minutes.
- If target is hit by a metal melee weapon attack, the attacker must make a strength check against your spell DC or the weapon remains fixed to the target. Concentration, up to 1 minute.
- If target creature is wearing metal armor, all other creatures wearing metal armor within 30 feet must make a strength saving roll against your spell DC or move 15 feet towards them

- Target creature within range generates a static electric charge dealing itself 3d8 lightning damage when it moves 20 feet or farther during a turn. Concentration, up to 1 minute.

One die is added to damage effects, and saving throws have disadvantage for specific namings.

Inversion: Choose two options from the lesser list or one from the following:

- Use an action to create an electromagnetic sphere centered at a point within range that is 40 feet in diameter. Magical sensors are disrupted and show only static within the sphere. Concentration.
- Target in metal armor must make a strength saving throw against your spell DC. On a failed save, they may not move within 15 feet of a creature in metal armor. Concentration.
- Target creature within range generates a static electric charge, dealing an additional 3d8 lightning damage on its first attack their turn when it moves 20 feet or farther prior to the attack. 1 minute.

2 dice are added for damage effects and saving throws have disadvantage for specific namings.

Paramount Naming: Choose two greater or lesser options, or one from the following:

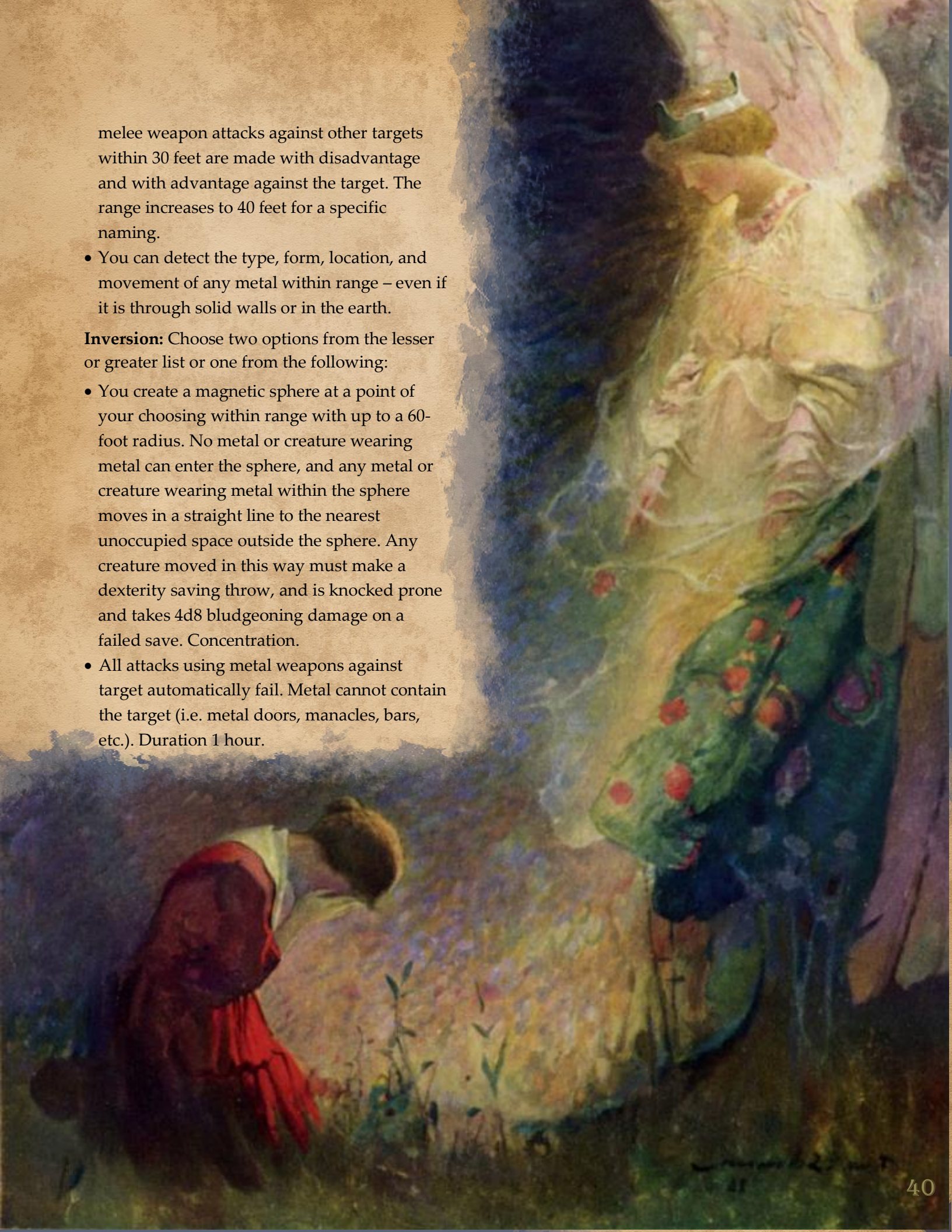
- You can move any amount of named metal objects as per the telekinesis spell. You can attack with up to 10 of them, with +8 to hit, dealing 1d4+4 of damage of a type appropriate to the object. You can use these objects to do anything your DM allows, including creating cover, lifting other objects, driving vehicles, etc. Concentration, up to 5 minutes.
- Target in metal armor automatically becomes the target of any ranged weapon attacks targeting a creature within 30 feet of them provided the missile contains metal. All metal

melee weapon attacks against other targets within 30 feet are made with disadvantage and with advantage against the target. The range increases to 40 feet for a specific naming.

- You can detect the type, form, location, and movement of any metal within range – even if it is through solid walls or in the earth.

Inversion: Choose two options from the lesser or greater list or one from the following:

- You create a magnetic sphere at a point of your choosing within range with up to a 60-foot radius. No metal or creature wearing metal can enter the sphere, and any metal or creature wearing metal within the sphere moves in a straight line to the nearest unoccupied space outside the sphere. Any creature moved in this way must make a dexterity saving throw, and is knocked prone and takes 4d8 bludgeoning damage on a failed save. Concentration.
- All attacks using metal weapons against target automatically fail. Metal cannot contain the target (i.e. metal doors, manacles, bars, etc.). Duration 1 hour.





INCANT OF EMINENCE

Amity

You attempt to charm a humanoid you can see within elevated voice range. It makes a Wisdom saving throw, doing so with advantage if you or your companions are fighting it and with disadvantage if you use its specific name. On a failed throw, it is charmed by you.

Lesser Naming: produces the effect of the charm person spell. Duration 20 minutes.

Inversion: You cause the charmed creature to be hostile to you or another named creature for 1 minute.

Greater Naming: You can give the charmed creature a non-violent task to perform, which they do to the best of their ability provided performing the service itself does no cause them harm and does not go completely contrary to the creature's nature or alignment. You may ask the creature to complete additional services once a service is completed within the timeframe. Duration 1 hour.

Inversion: You cause the charmed creature to be hostile to you or another named creature for 1 hour.

Paramount Naming: The creature is charmed per the charm person spell, but the effect is permanent until you specifically do something

to harm it or a spell like remove curse or dispel magic is used to end it.

Inversion: You cause the charmed creature to be hostile to you or another named creature permanently or until dispelled by dispel magic, remove curse or similar magic.

Deplorable Word

As an action, you speak a dread word that incapacitates your hearers.

Lesser Naming: Target within range makes a Charisma saving throw against your spell DC, taking 1d6 psychic damage and becoming incapacitated until the beginning of your next turn on a failed save.

Inversion: As a reaction, end the incapacitated condition for target creature.

Greater Naming: Target makes a Charisma saving throw against your spell DC, taking 3d6 psychic damage and becoming stunned until the end of your next turn on a failed save.

Inversion: As a reaction, end one of the following condition for target creature: Stunned, paralyzed, unconscious, or asleep.

Paramount Naming: Target makes a Charisma saving throw against your spells DC, taking 5d6 psychic damage falls unconscious for 1 minute on a failed save. They may repeat the saving throw any time that they take damage.

For specific namings, 2 dice are added to damage effects and saving throws are rolled with disadvantage.

Descry

As an action, you are aware of the movements of a target creature within a specific range.

Lesser Naming: Target creature within range cannot hide or attempt stealth. Duration 1 minute.

Greater Naming: You know where target creature is anywhere within 1 mile. Duration 1 hour. (Specific name only)

Paramount Naming: You know where target creature is anywhere in the same plane of existence. It cannot hide or become invisible to you. Duration 8 hours.

Word of Celerity

As a bonus action, your word breathes speed and nimbleness into your fellow creatures.

Lesser Naming: Choose one of the following:

- Target increases their walking speed by 15 feet and ignores difficult terrain for 1 minute
- Target gains a climbing or swimming speed equal to their walking speed for 1 minute
- Target can use their bonus action for the dodge or disengage action until the end of your next turn
- Target gains proficiency in the acrobatics skill and has advantages on checks to escape grapples until the end of your next turn

Numerical benefits and durations double for specific name uses.

Inversion: choose one of the following:

- Target makes a Constitution save, and halves their speed for 1 minute on a failed save
- Target cannot use their bonus action or reaction until the end of your next turn
- As a reaction, target gets -2 to dexterity checks and saving throws

Numerical penalties and durations double, and saving throws are made at disadvantage for specific name uses.

Greater Naming: Choose two options from the lesser list from one of the following:

- Target doubles their walking speed for 1 minute
- Target gains a flying speed equal to their walking speed for 1 minute
- Target gains water walk for 5 minutes
- Target can use their bonus action for the dodge, disengage, ready action, hide, dash, help, or attack action for 1 minute. They can only do one attack as a part of an attack action used this way
- Target gains +5 bonus to initiative and can't be surprised while conscious for 2 hours
- Target can use their reaction to make the dodge, disengage, dash, or help action for 1 minute
- Up to twice per turn, target's opportunity attacks do not use their reaction for 1 minute
- Target can make an opportunity attack when they enter melee combat range with another creature for the first time during their turn for 1 minute

Numerical benefits and durations double for specific name uses.

Inversion: Choose one of the following:

- Target makes a Constitution saving throw, suffering -5 penalty to initiative and automatically takes a critical hit when surprised for 8 hours on a failed save.
- Target makes a Constitution saving throw, and loses the use of their bonus action or reaction for 1 minute on a failed throw.
- Target provokes opportunity attacks with their movement, even when they take the disengage action or move involuntarily.

Paramount Naming: Choose two options from the greater or lesser list or one of the following:

- Target enjoys the effects of the freedom of movement spell, plus increases their walking speed by 30 feet, all attempts to grapple the creature automatically fail, and it has advantage of dexterity saves. They can walk across any surface, including over liquid, up walls, and on the ceiling. Concentration, up to 1 hour.
- Targets can travel at twice maximum speed for 24 hours straight without incurring penalties.

Duration doubles for specific naming.

Word of Command

As an action, your speech bears the weight of command as you inspire and coordinate your allies and undermine your foes.

Lesser Naming: Choose one of the following:

- Target gains the ability to use their action to allow another creature to move half their speed
- All willing targets use their reaction simultaneously to move half their speed in the direction of your choice.
- (As a reaction) If wielding a shield or melee weapon, target creature gains the ability to use a reaction to roll a 1d6 and add the result to the AC of a creature within 5 feet that has been hit by an attack until the end of your next turn
- Target can use the search action without expending an action as long as it has an ally within 15 feet for 1 minute
- Target has advantage on their first attack against a single creature you indicate until the beginning of your next turn

Numerical benefits and durations double for specific name uses.

Inversion: Choose one of the following:

- Target provokes opportunity attacks when it hits one of your allies with an attack for 1 minute
- Target attacks with disadvantage if it attacks a creature that you indicate until the end of your next turn
- Target cannot make opportunity attacks until the end of their next turn

Durations double for specific name uses.

Greater Naming: Choose two options from the lesser list or one of the following:

- Target gains advantage on all attacks as long as it has an ally within 5 feet of it for 1 minute
- If wielding a shield or melee weapon, target within range gains the ability to use a reaction to roll a 1d8 and add the result to the AC of a creature within 5 feet that has been hit by an attack for 1 minute. If the attack still hits, the creature has resistance to the damage.
- Target can use the help action as a bonus action and can use it within 30 feet. If using the help action to help with an attack they can help any number of allies with the action against the same target that round. Concentration, up to 5 minutes.
- Target gains the following ability: creatures provoke an opportunity attack when they move 5 feet or more while within its reach, and if it hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn. Concentration, up to 1 minute.

Numerical benefits and durations double for specific name uses.

Inversion: Choose one of the following effects:

- Target cannot use the help or disengage action for 1 hour
- Target gets disadvantage on attacks as long as there are two enemies within 5 feet of it for 10 minute

Durations double for specific name uses.

Paramount Naming: Choose two options from the greater or lesser list or one of the following:

- You mount a charge: all targets use their reaction to move up to their speed and make the attack action. If they move 20 feet or more, their target takes an additional 2d8 + your intelligence modifier damage of the type dealt by their attack, and must make a Strength saving roll against your spell DC or fall prone on a failed save.
- You order a barrage. All targets with ranged attacks use their reactions to simultaneously attack targets of your choice. Attacks can be made up to the maximum range without disadvantage and ignore half and three quarters cover and get a bonus equal to your intelligence modifier to damage on a hit.

Targets get +2 to attack for specific naming.

Dread Word

As an action, your words stoke the fears hidden in the minds of all sentient beings.

Lesser Naming: You produce the effect of the cause fear spell. Saving throws are made with disadvantage if you use a specific name. Concentration, up to 1 minute.

Inversion: You end the frightened condition on the target.

Greater Naming: You produce the effect of the fear spell. Saving throws are made with disadvantage if you use a specific name. Concentration, up to 1 minute.

Inversion: Choose one of the following options:

- Target is immune to frightened condition for 1 hour.
- Target is cloaked in unsettling energy. Terrain within 30 feet of the target is difficult terrain for any creature that can see them, unless it is immune to being frightened. They gain advantage of intimidation checks.

Duration and radius of effect are doubled for a specific naming. Duration 1 minute

Paramount Naming: You incite a frenzied panic. At the start of each of a target's turns before your concentration ends, the target must make a Wisdom saving throw. On a failed save, the target is frightened until the start of its next turn, and you roll a die. If you roll an odd number, the frightened target moves half its speed in a random direction and takes no action on that turn, other than to scream in terror. If you roll an even number, the frightened target makes one melee attack against a random target within its reach. If there is no such target, it moves half its speed in a random direction and takes no action on that turn. This effect ends on a target if it succeeds on three saving throws against it. Saving throws are made with disadvantage if you use a specific name. Concentration, up to 1 minute.

Word of Disgust

As an action, your words inspire disgust and loathing in the hearts of your foes.

Lesser Naming: Choose one of the following:

- Target makes an Intelligence saving throw. On a failed save, it thinks it perceives a loathsome, threatening creature just out of its sight; until the end of your next turn, it can't use reactions, and melee attack rolls against it have advantage.
- Target must make an Intelligence saving throw. On a failed save, it takes 2d6 psychic

damage and can't move closer to you until the end of your next turn.

Add 1 damage die and saving throws are rolled with disadvantage for a specific name.

Greater Naming: Choose two options from the lesser list or one of the following:

- You plant delusional paranoia in a creature's mind. Target must succeed on an Intelligence saving throw or it must target its allies with attacks and other damaging effects. The target can repeat the saving throw at the end of each of its turns. A creature is immune to this ability if it is immune to being charmed.

Concentration, up to 1 minute

- You create an invisible, insubstantial wall of repulsion within range that is up to 30 feet long, 10 feet high, and 1 foot thick. Creatures attempting to move through it, willingly or unwillingly, make a Wisdom saving throw and can't move through the wall until the start of their next turn on a failed save.

Concentration.

Saving throws are rolled with disadvantage for a specific name.

Paramount Naming: You cause a creature to regard all other beings as horrid, alien entities. Target creature makes an Intelligence saving throw. On a failed throw it takes 6d6 psychic damage, and until your concentration ends, it takes 1d6 psychic damage per creature within 5 feet of it at the beginning of each of its turns. On a successful save, the target takes only half the initial damage. Concentration.

Add 2 damage dice and saving throws are rolled with disadvantage for a specific name.

Word of Exhortation

As an action, your exhortations inspire action and allegiance, holding your enemies captive.

Lesser Naming: Choose one of the following:

- You produce the effect of the suggestion spell, except with an Intelligence saving throw.
- You produce the effect of a command spell, except with an Intelligence saving throw.
- As an action, you ask a question of a target within range. The question must be phrased so that it can be answered with a yes or no, otherwise this ability fails. The target must succeed on a Wisdom saving throw, or it replies with a truthful answer. A creature is immune to this ability if it is immune to being charmed.

Saving throws are rolled with disadvantage for a specific name.

Greater Naming: Choose one of the following:

- Target must succeed on a Wisdom saving throw or take no actions for the duration. At the end of each of its turns or when it takes damage or is shaken or moved, the target can repeat the Wisdom saving throw. On a success, the spell ends on the target. Concentration, up to 1 minute.
- Target must succeed on a Wisdom saving throw or be charmed by you for the duration as per the dominate monster spell. It gets a +1 bonus for every 2 CR level it has above your onomancer level. Concentration, 1 minute (specific name only)
- You command a target creature's divulgence. The target must make three Intelligence saving throws, and you learn information from it based on the number of saving throws it fails. With one failed saving throw, you learn its key memories from the past 6 hours. With two failed saving throws, you learn its key memories from the past 24 hours. With three failed saving throws, you learn its key memories from the past 96 hours

Saving throws are rolled with disadvantage for a specific name.

Paramount Naming: Choose one of the following:

- You reshape a target's mind within range. After the full duration, the target makes three Intelligence saving throws, and you plant a memory or an idea in it. On one failed saving throw, the idea or memory lasts for the next 4 hours. On two, it lasts for 24 hours. On three, it lasts for 72 hours. Concentration, 5 minutes. (Specific name only)
- You use an action to control the consciousness of a target per the magic jar spell, except their consciousness is suppressed, not removed. Your body lies in a catatonic state in the interim, and at the end 1 hour, if the target's body dies, or you dismiss the utterance, you return to your body. (Specific name only)

Word of Madness

As an action, your speech can strain – or even break – the minds of the weak, causing them to descend into madness.

Lesser Naming: Target makes a Wisdom saving throw and are driven temporarily mad on a failed save. At the beginning of their turn for 1d6 turns they roll on the temporary madness table and act on the result for that turn. Prior to rolling on the short-term madness table each turn after the first, they may repeat the saving throw and act normally for that turn on a successful save. Saving throws are rolled with disadvantage if you use a specific name.

Inversion: Target creature is cured of madness.

Greater Naming: Target makes a Wisdom saving throw and is afflicted with more serious madness on a failed save. At the beginning of their turn for 4d4 turns, they roll on the temporary madness table and act on the result for that turn. Prior to rolling on the short-term

madness table each turn after the first, they may repeat the saving throw and act normally for that turn on a successful save. Saving throws are rolled with disadvantage and you may choose for them to roll from the long-term madness table if you use a specific name.

Paramount Naming: Target makes a wisdom saving throw and is afflicted with enduring madness on a failed throw. They roll on your choice of the long-term or permanent madness table, rerolling any result that would be permanently incapacitating (unconsciousness, etc.). The target suffers from this effect until the madness is cured. Saving throws are rolled with disadvantage if you use a specific name.

Word of Might

As an action, you fill a target with unnatural strength and vigor.

Lesser Naming: Target gains advantage on strength checks and saving throws and deals an additional 1d4 damage on strength-based attacks. Concentration.

Add 1 damage die for a specific naming.

Inversion: Target makes a Strength saving throw and has disadvantage of strength saving throws and attack rolls for strength based attacks for one minute on a failed save. Saving throws are made at disadvantage for a specific naming.

Greater Naming: Target doubles its jumping distance and carrying capacity. It gains proficiency in the athletics skill if it doesn't have it already and advantage on strength checks and saving throws. It gets +1 to hit and deals an additional 1d8 damage on strength-based attacks, and gains a swimming and climbing speed equal to its walking speed. Concentration.

Add 1 damage die for a specific naming.

Inversion: Target makes a Strength saving throw and has disadvantage of strength saving throws and attack rolls for strength based attacks and deals half damage on strength based attacks for 2 minutes on a failed save.

Saving throws are made at disadvantage and durations are doubled for a specific naming.

Paramount Naming: Target triples its jumping distance and carrying capacity. It gains expertise in the athletics skill and advantage on strength checks and saving throws. It gets +3 to hit and deals an additional 2d10 damage on strength-based attacks and scores a critical hit on a 19 or 20. Creatures hit in this way are moved 5 feet in the direction of the target's choice. On a critical hit, they inflict an additional 1d10 necrotic damage and gain advantage on their next attack against the target. Concentration, up to 1 minute.

Add 2 damage die and double duration for a specific naming.

Inversion: Target makes a strength saving throw, and their strength score is reduced to 6 until the end of its next short rest on a failed throw. They lose the benefit of any strength-based abilities or class features for classes that require a strength of 13 or higher. Saving throws are made at disadvantage for a specific naming.

Word of Prestige

As an action, you kindle or extinguish the talents of your hearers in the form of class features. Only spellcasters can be granted class features that require or effect spellcasting. Characters must have some level of devotion to a divine being to gain divine abilities. Abilities that can only be used a limited number of times per long or short rest cannot be regained or recharged with new instances of this utterance.

Lesser Naming: Target is granted a class feature from any class you know the true name for that is obtained at the 6th level or lower until

the end of your next turn. If the ability scales over time, it operates at its lowest level.

Inversion: Target makes a Wisdom saving throw and loses the use of one of its class features of the 6th level or lower until the end of your next turn on a failed throw. Saving throws are made at disadvantage for a specific naming.

Greater Naming: Target is granted a class feature from any class that is obtained at the 11th level or lower. If it scales over time, it operates at the 11th level. Concentration, up to 1 minute.

Inversion: target makes a wisdom saving throw and loses ability to use one of its class features of the 11th level or lower on a failed throw.

Saving throws are made at disadvantage for a specific naming. Concentration, up to 1 minute.

Paramount Naming: Target is granted any class feature of any class other than the class capstone. If it scales, it uses it at the maximum level. Concentration, up to 10 minutes.

Inversion: Target makes a Wisdom saving throw and loses the use of any one of its class features of your choice on a failed roll.

Concentration, up to 1 hour. Saving throws are made at disadvantage for a specific naming.

Word of Resilience

As a reaction, your word toughens resolve and bolsters defenses.

Lesser Naming: Target gains one of the following effects of your choice until the end of your next turn:

- Advantage on dexterity, strength, and constitution saving throws
- Advantage on intelligence, wisdom, and charisma saving throws
- Resistance to a single kind of damage

Durations double for specific naming.

Inversion: Target makes a Constitution saving throw and loses resistance to the damage type of your choice until the end of your next turn

on a failed save. Saving throws are made at disadvantage for a specific naming.

Greater Naming: Target gains one of the following of your choice for 1 minute:

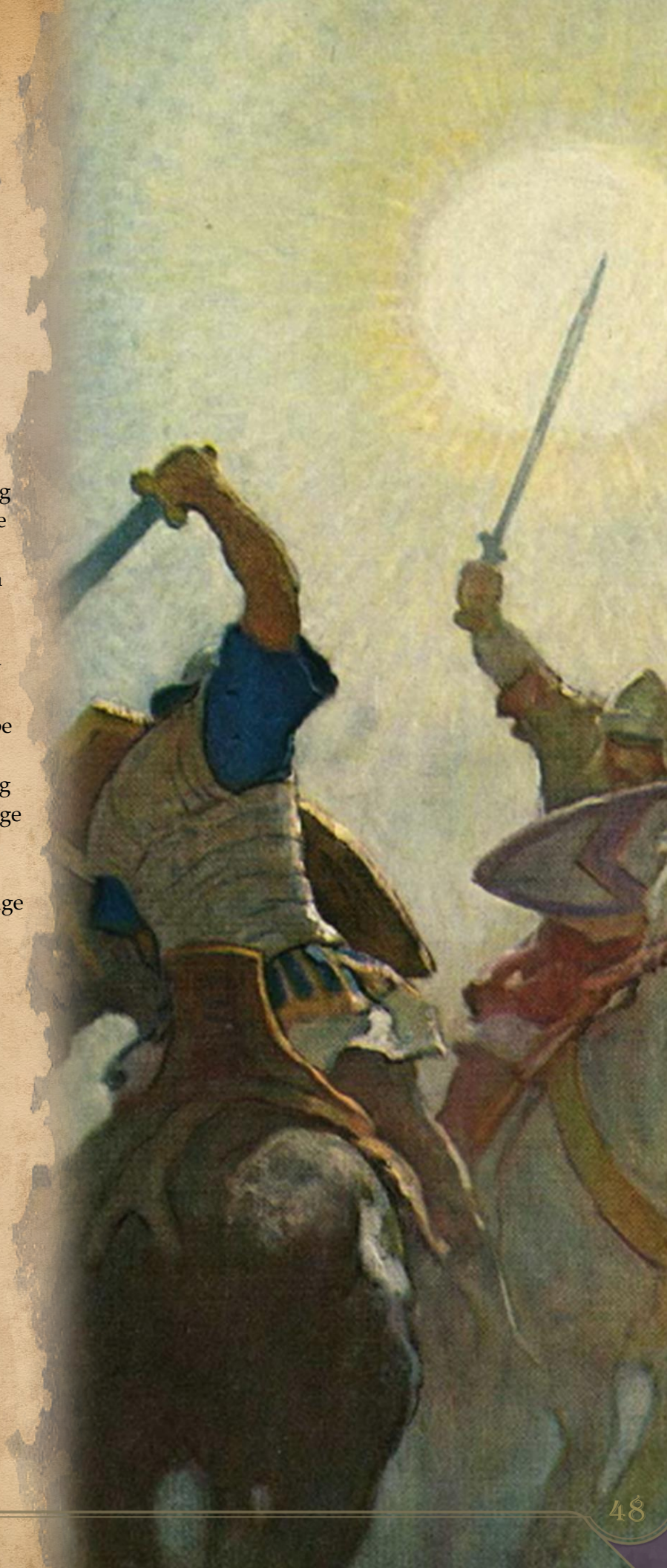
- Advantage on dexterity, strength, and constitution saving throws
- Advantage on intelligence, wisdom, and charisma saving throws
- Resistance to a 2 kind of damage

Durations double for specific naming.

Inversion: Target makes a Constitution saving throw and loses resistance to the damage type of your choice or gains disadvantage on a saving throw of your choice for 1 minute on a failed save. Saving throws are made at disadvantage for a specific naming.

Paramount Naming: Target gains proficiency and advantage in the saving throw of your choice, and is immune to a single damage type of your choice for 1 hour.

Inversion: Target makes a Constitution saving throw and loses an immunity (either to damage or a condition) and proficiency in a saving throw of your choice for 1 hour on a failed throw. Saving throws are made at disadvantage for a specific naming.





INCANT OF STRATA

Most Incant of strata utterances effects are the same regardless of naming level. What changes is the area of effect: lesser naming effects have a 5-foot radius that centers on a point within range; greater naming effects cover five 10-foot squares arranged as you choose within range, and paramount naming effects cover 15 10-foot squares unless otherwise indicated. Effect that don't have a visible component can either be invisible, or have a visual marker (shimmering air, ethereal colored outline, etc).

If you use a greater naming or higher, you choose a greater terrain area (within range for greater naming, within a 500 foot square for a paramount naming). Any utterances you use within that greater terrain are considered to be a part of the same utterance for the purpose of concentration. All lesser and greater naming effects have a duration of concentration. All paramount naming effects have a duration of 1 hour.

To create an incant of strata naming effect, you must know the true name of the terrain on which it is effected (i.e. plain, forest, city, lake, etc.)

Arcane Abeyance

As an action, your word manipulates the use and potency of magic around you. You may choose one option from the following list that effects the use of that magic.

Choose a type of magic – arcane, divine, nature, pact, psionics, or onomacy. Users of that kind of magic suffer the effect you choose from the list below while in the area of the utterance:

- All creatures have disadvantage on spell attack rolls and advantage on spell saving rolls that originate from the area
- Spells take 2 consecutive actions to cast
- Spellcasters makes a Wisdom saving throw every time they cast a spell. On a failed save the spell fails.
- Magic items have no effect in the area
- Spells with material components cannot be cast in the area
- Spellcasters makes a Wisdom saving throw every time they cast a spell. On a failed throw, the spell targets a random creature or location within range.
- Spell range is halved
- Spellcasters takes 1d8 damage for each level of every spell cast

- Spellcaster has disadvantage on Constitution checks to maintain concentration

Inversion: Choose from the following effect:

- All creatures have advantage on spell attack rolls and disadvantage on spell saving rolls that originate from the area
- Spells that take 1 action to cast can be cast as a bonus action
- Cantrips can be cast as opportunity attacks
- Spellcasters add +2 to spellcasting DC and attack rolls
- Spells do not require material components to be cast if components costs less than 1000 GP
- Spells with an attack or saving roll do not expend a spell slot if the spellcaster rolls a 19 or 20 on the attack roll, or the target fails by 5 or more.
- Spell range is doubles
- Spellcasters gain temporary hit points equal to twice the level of each spell cast
- Spellcasters have advantage on constitution checks to maintain concentration

Bones of the Earth

As an action, the earth around you obeys your commands.

Choose an effect from the list below. A greater naming doubles and a paramount naming quadruples the size of the effect.

- Raise the earth along one side of a 25 foot line. The line may be a circle. One side is raised 20 feet above the other. If a creature is on the line when this takes effect, you choose whether they are on the higher or lower side. This does not damage buildings.
- Create a chasm 25 feet deep, 25 feet long, and 10 feet wide. It can be a straight line or in a circle. Any creature on the line when this takes effect must make a dexterity saving throw. On a failed throw, they are on the

bottom of the trench. On a success, they choose which side of the chasm they are on.

- You may divert the course of a river or change the shape and depth of a lake or other body of water within the area of effect. Creatures are in the water if their location is within the new boundaries of the water.
- Create up to four 5-foot pieces of cover (i.e. a trench, a jutting rock, etc.) within a 20-foot square. The cover may be $\frac{3}{4}$ or full as you wish.

Calamity

As an action, you conjure forth the destructive powers of a natural disaster.

Choose an effect from the list below.

- You conjure up a wave of water that crashes down in the area per the tidal wave spell.
- A whirlwind moves around randomly up to 30 feet per turn within the area per the whirlwind spell, except that the damage dealt is 6d6, and creatures are only hurled 2d6 × 10 feet away from it in a random direction. Concentration, up to 1 minute. This can only be done as a greater utterance, or with 2 whirlwinds as a paramount utterance.
- You cause a whirlpool to form in the center of a body of water per the control water spell. Concentration, up to 1 minute. This can only be done as a greater utterance.
- You create a seismic disturbance. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, you may choose for the ground in that area becomes difficult terrain. If you choose to concentrate on the effect, creatures in the area have disadvantage on concentration checks, and must make a

Strength saving throw at the start every turn and fall prone on a failed save.

- You cause an avalanche or landslide. Rocks or mud roll from the top of a hill or cliff to the bottom. Creatures in the affected area must make a Dexterity saving throw, taking 5d10 bludgeoning damage on a failed save and becoming restrained or taking half as much damage on a successful one. While restrained, creatures have full cover. They can use an action to make a strength save against your spell DC to end the restrained condition.
- You create a sandstorm in the affected area. The area is difficult terrain for the duration. Creatures in the area are blinded, deafened, heavily obscured, and must make a strength saving throw when they enter or at the beginning of each turn within the effect or take 2d8 bludgeoning damage, move 10 feet in a random direction, and are knocked prone. Concentration, up to 1 minute.
- You create a volcanic eruption. The area is obscured by thick black ash 30 feet tall that has the same effect as the stinking cloud spell. At the greater level, you may add 20 foot long, 5 foot wide line of lava within the area. A creature that moves into the area of the lava or starts their turn there takes 4d8 fire damage. For a paramount naming, you may add two lines of lava.

Cry of War

As an action, you create an area of terrain that alters the flow of battle. Choose an effect from the list below.

- Only ranged or melee attacks can be made, your choice
- Ranged or melee attacks are made at disadvantage, your choice
- Creatures get -4 to AC

- Creature's speed is halved
- Creatures gain +2 to attack and damage rolls against creatures within five feet of an ally
- All magic weapons and armor gain an additional +1 or -1, your choice
- Any creature that ends its turn and hasn't moved 15 feet takes 2 damage per CR or character level (minimum of 2)
- All creatures regain HP equal to your wisdom modifier at the beginning of their turn if they took damage this round
- Attacks score a critical hit on an 18, 19, or 20
- All attacks are made at advantage
- On a successful hit, creatures may make an additional attack, up to a maximum of four
- Spellcasters get +2 or -2 to AC
- Any creature using a shield gains an additional +2 to AC
- Any creature that reduces another creature to zero hit points gains 2d8 temporary hit points
- All spell damage gains +1d8 extra damage
- All melee damage gains +1d8 extra damage
- All unarmored creatures gain +2 to AC and saving throws
- Armor does not add to creature's AC
- All creatures have the same number of attacks as the creature with the greatest or least number, your choice
- All creatures get -2 to attack creatures more than five feet away from them.
- Creatures that do not harm other creatures on their turn gain +5 AC until the beginning of their next turn.
- Creatures take 2X their modifier psychic damage at the beginning of each of their turns for the ability score of your choice.
- Charge! Any creature that moves up to fifteen feet closer to an enemy before attacking gains +2d8 damage on melee attacks.

- Any creature that misses an attack takes 1d8 psychic damage.
- Any creature that moves on its turn takes 1d8 psychic damage.
- All strength-based melee attacks deal +5 damage
- All creatures have +2 to melee attack rolls but are -2 to AC.
- A natural attack roll of a 1 or 2 now also counts as a critical hit.
- Range is doubled or halved for ranged attacks, your choice
- Creatures gain the effects of a bless or bane spell, your choice
- Any creature that takes a hit becomes frightened until the end of its next turn

Elemental Terrain

As an action, you infuse your environment with elemental powers.

Choose an element. The area gains the following effect:

Fire: Sheets of roaring flame fill the area 20 feet high as per the fire storm spell, except the damage is 5d8.

Air: You create a powerful wind in the area 100 feet high. Choose a direction – updraft, downdraft, or horizontal to the ground in the direction of your choice. An updraft or downdraft makes projectile weapons miss automatically and dispels any mists, clouds, or smoke. For an updraft, creatures in the area jump twice the normal height and flying creatures are blown up 20 feet. For a downdraft, flying creatures in the area make a Strength saving throw or fall.

For a horizontal wind, all projectiles attack with disadvantage and get a +5 bonus or -5 penalty to damage for going with or against the wind. Creatures that enter or start their turn within the area must make a Strength saving

throw and take 2d8 bludgeoning damage and be moved 30 feet in the direction of the airflow.

Water: You may create 30 feet deep of water in the area, or control the direction of the flow of existing water, either horizontal or down. If the flow is down, creatures must make a DC 15 Strength saving throw at the beginning of their turn or sink 30 feet on a failed throw. They can use their action each turn to repeat the saving throw and resurface on a successful save.

For a directional flow, creatures make a DC 15 strength saving throw and are moved 30 feet in the direction of the flow of water on a failed save. Creatures gain 1 level of exhaustion for every 2 turns they spend in the flow.

Earth: The earth within the area moves in the direction of your choice at 30 feet per turn.

Creatures that are not moving are moved in the direction of the flow, and moving creatures must move with or against the flow. If a creature tries to move while in the area, it must make a DC 15 dexterity throw or falls prone on a failed throw.

Lightening: Creatures that enter or start their turn in the area roll a die. On an even number, they are struck by lightning from a clear sky. They make a Dexterity saving throw and take 3d10 lightning damage on a failed save or half as much on a successful one.

Ice: Freezing rain and sleet fall from a height of 40 feet within the area and creates the effect of the sleet storm spell.

Inversion: You may transform the nature of the terrain in the following ways. You can use a general or specific name to specify to they be excluded.

Earth: Creatures may walk over the top of water, or in the air in the area up to 100 feet high. Alternately, they must make a Strength saving throw or become restrained until the beginning of their next turn every turn they start a turn within the area.

Water: Creatures may sink, swim, or walk through earth or air as you would in water to a depth or height of 100 feet. If the spell ends the creature either falls or is ejected to the nearest space on the surface, taking 3d10 bludgeoning damage and becoming stunned until the end of their next turn if they are not at the surface.

Air: Creatures can breathe under water normally in the area, or double their speed on land.

Perils

As an action, the environment grows harsh and hazardous at your command. Greater naming either doubles the number or area of the effect, while paramount naming quadruples if a size or number is specified.

- Create two 10 foot square geysers. They erupt every 1d6 turns. Any creature on the geyser when it erupts Must make a dexterity saving throw or take is thrown 60 feet in the air and take 4d8 fire damage on a failed throw or half as much on a successful one. Creatures within 10 feet of the geyser must make a Dexterity saving throw or take 2d8 fire damage on a failed throw and no damage on a success.
- Create two 10 foot square patches of quicksand. Creature must succeed in perception check to notice the quicksand, as determined by your DM considering the terrain. A creature entering the quicksand must make a Strength saving throw against your spell DC or sink under the quicksand. The creature may use its action every turn to repeat the saving throw. On a successful save, a sunk creature resurfaces and a surfaced creature leaves the area of the sand. If the creature fails three saving throws while sunk, they lose consciousness. Creatures that have sunk have full cover and are restrained
- Create a 25-foot long, 10-foot wide lava flow. A creature that moves into the area of the lava or starts their turn there takes 4d8 fire damage. Flammable objects and creatures ignite on contact, and creatures that sustain fire damage must use an action to put out the fire or take 1d6 flame damage at the beginning of each turn.
- Bushes with vicious, foot long thorns spring up in the area per wall of thorns, except it deals 4d8 slashing damage on a failed save or half as much on a successful one.
- You cause plants to grow at a tremendous rate within the area. It becomes heavily obscured and is difficult terrain. A creature that starts its turn in the area must make a DC 15 Strength saving throw or be restrained until the start of their next turn.
- The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels
- The area is filled with blinding light. On entering the area and at the beginning of every turn, creatures make a Constitution save or goes blind for 1 minute and takes 2d8 radiant damage on a failed save. Creatures in the area also have disadvantage on attacks and attacks are made with advantage against them because of the glare.
- The area is filled with magical darkness that foils darkvision.
- The area is filled with unbearable heat. Creatures in metal armor have disadvantage on skill checks or attack rolls. For every turn started inside of the area, creatures make a Constitution saving throw against your spell

DC and take 1 level of exhaustion on a failed save.

Plotting Word

As an action, you speak the name of a place that you know the true name of and discover the shortest, most direct physical route to that fixed location within range. As long as your destination remains within range, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination. Range is 1 mile for a lesser naming, 100 miles for a greater naming, and anywhere in the same plane for a paramount naming. Concentration.

Word of Wending

As an action, you fold space or time within your surroundings.

The size of a space portal or time gate is up to 5 feet square for a lesser naming, up to 15 feet square for a greater naming, and up to 40 feet square for a paramount naming. A paramount naming can make up to three pairs of portals for space or two gates for time.

Space: Create a pair of portals within the area. They can be oriented in any direction and up to 60 feet in the air. A creature entering one of the portal immediately exits the paired portal. You may use general or specific names with this utterance to disallow or **only allow** targets to pass through the portal.

Time: Create a gateway. It can be anywhere on the ground or up to 60 feet in the air. Creatures that walk through the gateway disappear and reappear on the other side 1d6 turn later.





Incant of Transformation

Commuters transform things by changing their true names. The fabric of reality is resilient and difficult maintain, so commutation transformations only last for the following specified length of time as long as the commuter maintains concentration – 1 minute for lesser namings, and 1 hour for greater and paramount namings. If the commuter keeps concentration for the full duration at a greater naming, it remains in the new form until the end of your next long rest, and paramount commutations becomes permanent. Only specific naming can cause the effect to last beyond the duration of concentration. A single target can only have one permanent effect at a time – creating another permanent effect will remove an existing effect.

Commute Being

As an action, you commute the raw material of a target object. You must know both the name of the material and the object to attempt the communication. The object takes on the attributes of the new material at the discretion of the Dungeon Master. For example a wooden sword might deal bludgeoning damage, or a door turned to water could be walked through. A lesser naming can commute a small or smaller item. A greater naming can commute a

large or smaller object. A paramount naming can commute a gargantuan or smaller item.

Commute Creature

As an action, you commute a creature to another kind of creature. The target takes on all attributes and limitation of the new form per the true polymorph spell. You must know the true name of the target and the general name of the creature you'd like to commute it into. You can perform delve true being as a bonus action as a part of this utterance.

To resist the transformation targets may choose to roll a Wisdom saving throw against you spell DC. Creatures with a higher CR level than your Onomancer level may repeat the roll with disadvantage at the start of every turn.

Lesser Naming: You may only target a creature of CR 2 or less and transform it to a creature of the same CR or lower, and gets -2 penalty to the spell DC for every full CR level.

Greater Naming: You may only target a creature of CR 5 or less.

Paramount Naming: You may transform a creature to another creature of any level.

If you attempt to transform a willing target to a creature with a higher CR than it's own, you must roll a Constitution check plus your proficiency bonus against a DC of $7 + 3x$ the difference between the CR and character level. The utterance fails on a failed check.

When a target reverts back to its true form, either through the utterance ending or being reduced to 0 HP, any damage done to it in its transformed state carry over, though the target always retains at least 1 HP on reverting.

Commute Essence

You use an action to impart the traits of other materials to a target. You must know the name of both the material and the target. Your Dungeon Master can determine traits for additional materials. Unwilling creatures make a Constitution saving throw against your spell DC and are not commuted on a successful save.

- **Stone:** Target becomes petrified for the duration and is immune to all damage
- **Earth:** Target has resistance to non-magical bludgeoning, piercing, and slashing damage
- **Steel:** Target gains advantage on strength savings roll and strength-based attack and double damage against objects.
- **Water:** Target's dexterity score is increased by 4, and it's constitution is decreased by 2
- **Air:** Target gains the ability to use a reaction to add +5 to its AC once per short rest. It automatically fails strength checks and gets +6 to stealth and can attempt to hide when only lightly obscured.
- **Poison:** When target touches or makes a melee attack against another creature, the creature must make a DC 12 Constitution throw or take 3d6 poison damage and be poisoned for 1 minute
- **Fire:** Creatures that hit target with a melee attack take 2d6 fire damage. Target has resistance to fire damage and can ignite small objects in its hand
- **Ice:** Target must make a Dexterity check at the beginning of every turn and fall prone on a failed save. Target has resistance to cold damage and vulnerability to fire damage.
- **Gemstone:** Target gains +2 to AC and saving throws against magic
- **Gold:** Target gains advantage on Charisma checks and other creatures make perception and insight checks with disadvantage on anything other than the target
- **Glass:** Target is vulnerable to bludgeoning, piercing and slashing damage
- **Obsidian:** Target's unarmed attacks do 1d6 + their Strength modifier slashing damage and does 1d6 slashing damage to creatures it has grappled every turn
- **Acid:** Target's touch corrodes non-magical armor and weapons. They take a -1 penalty per round and are destroyed when the Armor DC equals 10 and the weapon reaches -4
- **Wood:** Target's AC cannot be less than 14, gains a swimming speed equal to their walking speed, and is vulnerable to fire damage
- **Feather:** Target can jump twice the normal length and takes no falling damage

Commute Objects

As an action, you transform an object into another object. With a paramount naming, you can also transform an object into a creature with a CR equal to one-third your onomancer level, rounded down. You must know the true name of the object and the general name of the object you'd like to commute it into. You can perform delve true being as a bonus action as a part of this utterance. A transmuted object loses all of its own attributes and gains all of the attributes of the new form. The object makes a saving throw against your Spell DC and transforms on a failed save. Worked objects roll with advantage. If a creature is inside an object that you transform – like a carriage – it is ejected out the nearest side.

Lesser Naming: You transform a small or smaller object.

Greater Naming: You transform a large or smaller object.

Paramount Naming: You transform an object of any size, but the object gets a +7 bonus to its saving throw for every size greater than huge.

Commute Self

As a bonus action, you transform yourself into another creature or an object. You must know the name of the creature or object that you attempt to transform into. You can revert to your true form using a bonus action or as a reaction after failing a second concentration check to maintain control over your form.

When you take another form, you take on all of the characteristics of the new form, but retain your intelligence score, constitution saving throw for concentration, memories and personality, and can maintain concentration on utterances and use any class features you could reasonably use in your assumed form. Unless the creature can speak, you cannot perform naming. When you revert to your true form, either through the utterance ending or being reduced to 0 HP, you take any damage you took in the transformed state to a minimum of 1 HP. If the creature you transformed into has greater HP than you, this only applies to damage past your actual HP.

Changing your own true name is a difficult and risky practice – the longer you are in another form, the more strongly you take on the characteristics of your assumed form, which makes it harder to transform back as time goes by. If you do not revert back to your true form by the end of the maximum concentration time or fail 3 concentration saving throws to maintain your form, you become entrenched in the new form. Your intelligence becomes that of the form you've assumed, its nature begins to influence yours, and if you are reduced to 0 HP

in this state you die and do not revert back to your true form. You make a concentration saving throw to maintain control of your form every time that you take damage.

Lesser Naming: You may transform into a creature with a CR of 2 or less and revert back from an entrenched form after 20 minutes.

Greater Naming: You may transform into a creature with a CR of 6 or less and revert back from an entrenched form after your next short or long rest.

Paramount Naming: You may attempt to transform into any creature, and entrenched forms are permanent unless reversed by another onomancer, a true polymorph or wish spell, or other similarly powerful restorative magic.

If you transform into a creature with a greater CR than your onomancer level, you must roll a Constitution check plus your proficiency bonus against a DC of $7 + 2 \times$ the difference between the CR and your onomancer level. The utterance fails on a failed check. As a creature with a CR greater than your onomancer level, you have disadvantage on concentration checks to maintain control over your transformation, even if you would otherwise have advantage.

You may also commute into an object that is large or smaller as a greater naming. As an object, you do not have the use of your senses and may not act except to revert to your true form. You are accurately aware of the passage of time.

Commute Quality

As an action, you impart the traits of other creatures to a target. You must know the name of both the race or creature type, and the target. Your Dungeon Master can determine traits for additional creature types or races. Unwilling creatures make a Constitution saving throw against your spell DC and are not commuted on a successful save.

- **Eagle:** You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your perception checks
- **Bear:** Target gains advantage on strength checks and saving throws
- **Wolf:** Target gets the benefit of pack tactics
- **Goblin:** Target gains the benefit of the nimble escape
- **Bugbear:** When target make a melee attack on their turn, your reach for it is 5 feet greater than normal
- **Giant Goat:** If target moves at least 20 ft. toward a target and then hits it with an attack, the target takes an extra 2d8 damage. The creature must make a DC 10 + target's strength modifier strength saving throw or be knocked prone
- **High Elf:** Target can cast the *misty step* spell once using this trait. They regain the ability to do so when you finish a short or long rest
- **Boar:** Target gains 4x their constitution modifier temporary HP each time they roll initiative
- **Orc:** Target gains the aggressive trait
- **Crag Cat:** The target cannot be targeted or detected by any divination magic or perceived through magical scrying sensors
- **Spider:** Target gains spider climb trait
- **Dwarf:** Target has advantage on saving throws against poison, and has resistance against poison damage
- **Halfling:** When target rolls a 1 on The D20 for an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.
- **Fish:** Target can breathe underwater
- **Dragon:** Target gains breathe weapon of your choice per dragon born breathe weapon use

Restore Being

As an action, you can use a creature's true name to restore or refresh its being.

Lesser Naming: Target within range regains 1d4 + your constitution modifier HP, or 2d4 + your constitution modifier for a specific naming.

Greater Naming: Target within range in its true form can expend any number of their hit dice and regain the result + your constitution modifier HP. On a specific naming, they regain an additional 2 hit dice worth of HP. If it is not in its true form, you may attempt to revert the target to its true form. You may use a bonus action to delve true being with advantage. On a success, you can use your action to cause the creature to make a Wisdom saving throw using the Wisdom of their assumed form. On a failed save, they revert to their true form. A willing creature can choose to fail the throw.

Paramount Naming: Target within range in its true form regains 35 HP. On a specific naming, they regain 70 HP. If it is not in its true form, you can attempt to revert the creature as per above, except that they roll their saving throw with disadvantage, and may not be transformed into another form by any means for 1 hour.





Argot Descriptions

Argot are common, minor onomantic abilities that are used across incants. Unlike utterances, their power is slight enough that they do not strain a namer's strength or vitality and can be used at will without penalty.

Succor

As an action, you perform the help action for one creature whose specific true name you know anywhere within range. If used with inversion, it instead imposes disadvantage on the creature's next action before the end of your next turn. At the 11th level, you may use this ability to target 2 creatures.

Mundane Word

You gain the option of using the 4th alternative for countering or dispelling magic described under "Naming and other Magic"

Warding Cadence

As a bonus action, you gain resistance to the next piercing, slashing, and bludgeoning damage you take before the beginning of your

next turn. At the 11th level you can extend this to specific named creatures.

Distillate of the Warrior

As a bonus action, one weapon with the finesse or light property that you touch and whose general true name you know becomes a magic weapon that you are proficient in for 1 minute. You may use your spellcasting modifier in place of strength or dexterity if you so choose. At the 5th level this weapon grants you a second attack, if you don't already have one, at the 11th level it becomes a +1 weapon, and at level 17, it does an additional die of damage.

Word of Affliction

As an action, deal 1d4 force damage using a general name or 1d8 force damage using a specific name to named targets within 5 ft. Damage is increased by 1d and range increases to 15 ft., 30 ft., and 60 ft. respectively at the 5th, 11th, and 17th levels. Creatures that know their own name may make a wisdom or intelligence saving throw (their choice) against your spell DC and take no damage on a success.

Inversion causes 1 HP of healing for each damage die for general naming, and 2 HP of healing for each die of damage for specific naming.

Caress of Creation

Concentration.

You may use an action to manipulate an object within 15 feet as per the cantrip mage hand. At level 5, the range increases to 45 feet, at level 11 the range increases to 60 feet, and at level 17 the range increases to 90 feet.

Proper Use

As a bonus action, you can touch a set of tools or other non-weapon object. You may apply your proficiency bonus when you use the tool or object before the end of your next turn.

Word of Resilience

As an action, this Argot produces the same effect as the resistance cantrip, except with the range of an Argot.

At the 5th, 11th, and 17th level, you may target an additional creature.

Inversion causes the target to get a 1d4 penalty to a saving throw of your choice within the timeframe and requires the general name of a creature with a CR of 2 or less and the specific name of a creature with a CR of 3 or more.

Directive Word

As an action, this Argot produces the same effect as the guidance cantrip, except with the range of an argot.

At the 5th, 11th, and 17th level, you may target an additional creature.

Inversion causes the target to get a 1d4 penalty to an ability check of your choice within the timeframe and requires the general name of a creature with a CR of 2 or less and the specific name of a creature with a CR of 3 or more.

Word of Precision

Concentration, up to 1 minute.

You speak the specific true name of one willing creature within range. Once before the naming ends, the target can roll a d4 and add it to one attack roll of its choice. It can roll the die either before or after making the attack roll, but before the DM declares a hit. The naming then ends.

At the 5th, 11th, and 17th levels, you may target an additional creature.

Inversion causes the target to get a 1d4 penalty to an attack of your choice within the timeframe and requires the general name of a creature with a CR of 2 or less and the specific name of a creature with a CR of 3 or more.

Elemental Word: Liquid

As an action, this Argot produces the effects of the shape water cantrip.

Elemental Word: Fire

As an action, this Argot produces the effects of the control flames cantrip.

Elemental Word: Wind

As an action, this Argot produces the effects of the gust cantrip, with the difference that if you create a blast of air, it additionally dispels clouds or fogs within 5 feet of the chosen point.

Elemental Word: Solids

As an action, this Argot produces the effects of the mold earth cantrip, except it can be used on any solid material that has not been worked in any way of which you know the true name.

Sleight of Being

As an action, this Argot produces the same effect as the prestidigitation cantrip.

Semblance

As an action, this Argot produces the same effect as the minor illusion cantrip.

Illumination

As an action, this argot produces the effect of dancing lights, except it only creates two globes of light and the radius of the light given for each is doubled. The duration is concentration.

Mold

As an action, you can make minor physical changes in a solid object you know the name of, like giving it a sharp edge, dulling it, changing the image of a signet ring or the shape of a key, changing its color, making it smooth or rough, etc. The effect may change the functionality of the object as determined by your dungeon master.

Restore

As an action, this Argot creates the same effect as the mending cantrip.

