

Logomancy

Practitioners of magic well know the power of words, but wizards who follow the tradition of Logomancy use their magic to manipulate the words that encompass existence.

Logomancers expand their study into language itself, searching for threads of magical significance that weave through the utterance of words of power.

The true power of logomancers comes from their ability to utter words of power in the language of creation, sometimes called the First Language. By doing this, logomancers tap into the power of creation that underlies the very fabric of the universe. A word spoken in this tongue becomes true merely by speaking it into existence.

Bonus Proficiencies

2nd-level Logomancy feature

You learn Primordial or one language of your choice, and gain proficiency with calligrapher's tools.

Intonation

2nd-level Logomancy feature

By channeling the power of the First Language into your casting you can use your bonus action to bypass the material requirements of a spell with a gold value of 1000 gp or less as long as the spell has a Verbal component. You can use this feature two times, and you regain all expended uses when you finish a long rest.

Lexicon of the Weave

2nd-level Logomancy feature

Your study of the First Language has given you insight into the interconnectedness of divine, arcane, and primal magic. You learn additional spells when you reach certain levels in this class, as shown in the Logomancer Spells table. These spells are wizard spells for you, and you add them to your spellbook. You always have them

prepared, yet they don't count against the number of spells you can prepare.

Logomancer Spells

Logomancer Level	Spell
2 nd	Word of Radiance, Healing Word
3 rd	Silence
5 th	Mass Healing Word
9 th	Psychic Lance
13 th	Divine Word
17 th	Power Word Heal

Power Words

6th-level Logomancy feature

You learn to speak words of power, which allow you to empower your spells with additional effects through the use of the First Language.

Power Words Known. When you gain this feature, you learn two Power Words of your choice, which are detailed in the "Power Word Options" section. Each time you gain a level in this class, you can replace one Power Word you know with a different one.

Using a Power Word. You can use one Power Word as a bonus action when you cast a wizard spell that has a verbal component. You can use Power Words a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Power Word Options. Here are your options when choosing a Power Word:

Drain. When you cast a spell that deals damage to a single creature, you gain temporary hit points equal to half the damage done rounded down.

Impose. When you cast a spell that requires a single creature to make a saving throw, that creature has disadvantage on the first save it makes against the spell.

Rend. When you cast a spell that deals damage to a single target, that creature takes

an extra 2d8 force damage on the same turn that the spell was cast. The extra force damage increases by 1d8 when you reach 10th level (3d8) and 14th level (4d8) in this class.

Vanish. After casting the spell you magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw.

Fear. When you cast a spell that targets a single creature, the creature becomes frightened of you for 1 minute. The creature can make a Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends.

Slow. When you cast a spell that targets a single creature, the target's movement speed is reduced by half until the end of your next turn, and it cannot take the Dash action.

Combust. When you cast a spell with a single target, the target catches fire and takes 3d6 fire damage. The target burns for 1 minute. The burning target sheds bright light in a 15-foot radius and dim light for an additional 15 feet. At the beginning of each subsequent turn for the effect's duration, the target takes an additional 3d6 fire damage. If the target is a creature, it must make a constitution saving throw at the end of each of its turns to end the effect. These magical flames can't be extinguished by nonmagical means. If damage from this Power Word kills a creature, the creature is turned to ash. The fire damage increases by 1d6 when you reach 10th level (4d6) and 14th level (5d6) in this class.

Ward. Until the end of your next turn, the first creature who targets you with a melee attack must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack and this effect ends.

Glossary of Authority

10th-level Logomancy feature

You learn two new Power Words of your choice from your Power Words feature.

You also gain an additional use of your Intonation feature per long rest.

Speak Into Being

14th-level Logomancy feature

You learn to harness the true power of words to bring something new into the universe. You learn the spell Creation if you didn't already know it, and it is added to your spellbook. You can cast it without material or somatic components, and its casting time becomes an action. Casting the spell this way still expends a spell slot. You can use this feature two times, and you regain all expended uses when you finish a long rest.

