

SCHOOL OF ONOMANCY

AN ARCANE TRADITION

(ENTER RAVENLOFT EDITION)

Wise sages know the power that lies within a name. They know to never reveal their name to one of the Fey or a fiend, lest they give them control over their soul. While the given name of a creature is significant, it is rare that it is their True Name. A True Name is an utterance of arcane power and is not chosen, but instead exemplifies the hidden truths of a creature's being. Even part of a True Name holds power over a creature.

The wizard school of onomancy blends the principles of abjuration, divination, and enchantment magic with extensive study into the nature of language itself. These wizards manipulate the words that encompass existence, searching for threads of magical significance that weave through the names of things.

Onomancers use the nature of True Names to gain insights to a creature's nature, bind them to their will, or banish them from a plane of existence using arcana Name Sigils. The research of an onomancer is never complete, because as long as a creature can change and grow, so too can its Name Sigil.

DIVINE SIGIL

2nd-level Onomancy feature

Your knowledge of the nature of names enables you to magically divine encrypted Name Sigils, representative of a creature's True Name in its present state of being.

You can know a number of Name Sigils equal to your Intelligence modifier (minimum of one) and if you try to exceed your maximum number of known Name Sigils, you must first choose to forget one which you already know.

While full True Names encompass all that a creature was, is, and ever will be and thus will always be true, Name Sigils of True Names only hold encrypted truth of a creature for a limited time. A Name Sigil disappears from your spellbook and you forget it 24 hours after you learn it, or if you are more than 5 ft. away from the spellbook it is in for 1 hour or more.

To divine a Name Sigil, as a bonus action, you target another creature you can see or hear within 60 ft. of you. The target must make a Charisma saving throw against your spell save DC (the target can choose to fail).

- A creature immune to psychic damage or the charmed condition has advantage on the saving throw.

- If within the last 24 hours you have spent at least 1 minute talking to the creature, it has disadvantage on the saving throw.

On a successful save you discern that your magic failed, the target has no hint that you tried to affect it and you can't use this feature on the target again until you finish a long rest.

On a failed save, you learn the creature's Name Sigil for this point in time and it appears in your spellbook.

While you have a creature's Name Sigil in your spellbook, as long as you are on the same plane of existence, you can use your action to perceive through its senses for 1 hour, or until you lose your concentration (as if you were concentrating on a spell), during which time you are deaf and blind with regard to your own senses.

If you use this feature, the creature's name disappears from your spellbook.

POWER OVER NAMES

2nd-level Onomancy feature

You can bend magic around creatures through the power of their Name Sigil. When a creature you can see within 30 ft. of you, and that you know a Name Sigil of is targeted by a spell of first level or higher the abjuration, divination, or enchantment schools of magic, or feature that charms or frightens them, you can speak the arcane power of its Name Sigil and roll 1d4, applying the number rolled as a bonus or penalty (your choice) to the creature's saving throw.

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

SHAPER OF NAMES

6th-level Onomancy feature

You shape your spells through the power of divined Name Sigils. When you cast a spell of the abjuration, divination, or enchantment schools that targets a creature you a known Name Sigil of, you can apply one of the effects listed below.

Ward. If the creature is successfully affected by your spell, you choose whether it can't willingly move closer to you or willingly move away from you until the beginning of your next turn.

Awe. If the creature is immune to the charmed or frightened conditions, the creature loses that immunity for this spell and instead has advantage on the saving throw.

Seek. If the creature is within range of the spell, you can target the creature even if you can't see the creature or it has total cover.

You can use this feature a number of times equal to your Proficiency bonus. You regain all uses when you finish a long rest.

POTENCY OF NAMES

10th-level Onomancy feature

At 10th level, you can use your action to end one of the following conditions on a creature you know the Name Sigil of.

- blinded
- charmed
- deafened
- one level of exhaustion
- frightened
- incapacitated
- paralyzed
- stunned

Once a creature has benefited from this, it cannot do so again until it has finished a short rest.

Additionally, when you cast an abjuration, divination, or enchantment spell of 1st level or higher that affects an ally, that ally gains temporary hit points equal to half your wizard level (rounded down).

NAME WEAVING

14th-level Onomancy feature

You have learned how to bypass a named creature's defenses against certain types of spells.

When you cast a spell that deals damage to a creature and speak the arcane power of its Name Sigil as part of casting the spell, you can cause the spell to deal force or psychic damage to the creature, instead of the spell's normal damage type.

When you cast a spell that triggers a saving throw from a creature, but does not deal damage, and speak the arcane power of its Name Sigil as part of casting the spell, you can change the saving throw to be a Constitution or Charisma saving throw (your choice), instead of the spell's normal saving throw.

You can use this feature a number of times equal to your Proficiency bonus. You regain all uses when you finish a long rest.

Credits:

- Revisions for Enter Ravenloft of [Onomancer Revised - Arcane Tradition](#) by Xyrlan