

SCHOOL OF INCANTATION

A MUSICAL SUBCLASS FOR WIZARDS



BY KAI LINDER



WIZARD SCHOOL OF INCANTATION

INTRODUCTION

While other wizards focus on broader schools or applications of spells, wizards of the School of Incantation focus on understanding one of the most fundamental parts of spellcasting: verbal components. Incanters learn to expertly control their voice, using tone, timbre, pitch, and intensity to alter their magic and ability to communicate. Their spellcasting sounds like song more than a traditional spell, and many take up singing and poetry to help refine their talents.

VOCAL SAVANT

Starting at 2nd level, your extensive practice at vocal control gives you several benefits. You can make your voice boom up to three times as loud as normal, and can throw your voice up to 30 feet, making it sound as if whatever noises you make are coming from that location, such as across a room or inside a box.

Additionally, when you speak a language you are proficient in you sound like a native speaker of that language, even to actual native speakers.

FUNDAMENTAL INCANTATIONS

Also at 2nd level, you know musical incantations that alter the basic workings of your spells. Whenever you cast a wizard spell of 1st level or higher that has a verbal component, you can choose to enhance that spell with one of the following effects.

Abridge. If the spell is being cast as a ritual, you complete the ritual in half the usual time.

Concatenate. If the spell has a casting time of 1 action and requires only a verbal component, you cast it as a bonus action instead.

Expand. If the spell affects an area, you can increase the size of that area by up to double. For example, you could increase a 10-foot-cube to a 20-foot-cube, or a 20-foot-radius sphere to have a 25 foot radius.

Project. Increase the spell's range by 60 feet.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Musical words of magic boomed and the soldier started. He turned in the midst of the melee, expecting to see a regimental war wizard at his back, but his eyes went instead to a figure on the hill a hundred feet back. Was that... the tavern singer? Arcane words rolled across the battlefield, and the soldier saw a bead of flame erupt between three giants who triumphantly dodged the worst of it. The sound of arcana echoed in the air, then a second similar bead of flame erupted with a low roar, spreading twice as far and catching the three giants and another of their allies in the full blast.

WORDS WITHIN WORDS

At 6th level, you are able to use subtle magical intonations in your speech to convey secret messages. While you are speaking, you can choose a single creature that can hear you and understands the language you are speaking. That creature hears a message or different meaning of your choice, which must be shorter than what you are saying and has less nuance than normal speech.

When you use this feature, a creature other than the intended recipient can make a Wisdom (Insight) check against your spell save DC, noticing the magical quality in your voice on a success, but not the purpose. If the creature succeeds on this check by 5 or more, they also discern the message's general meaning and purpose.

ECHOING SPELL

At 10th level, you are able to capture the reverberating strands of a failed spell and use them to echo it back. After you cast a spell of 7th level or lower with a verbal component, and it fails to hit any targets or all of its targets succeed on their saving throws, you can use a reaction to hold that magic in the air as an audible echo. Until the end of your next turn, you can cast that spell again at the same level without expending a spell slot, consuming the echo to fuel it.

Once you have used this feature, you cannot do so again until you finish a long rest.

HARMONIC LAYERING

At 14th level, your mastery of incantations is so great that you can layer your verbal components into wondrously complex harmonies that replace other spell components. You can cast your wizard spells that have a verbal component without requiring somatic or material components.

If you cast a spell in this way that would normally require a costly material component (one with a gold cost), you cannot use this feature again until you finish a long rest.



MAGIC ITEMS

HEADBAND OF BLESSED SILENCE

Wondrous item, uncommon

While wearing this headband, you are deafened and have resistance to thunder damage.

INCANTATION OF SPELL POWER

Scroll, very rare

You can use an action to read out the incantations on this scroll. Until the start of your next turn, all spells cast within 60 feet of you are treated as having been cast using a spell slot two levels higher than the spell slot that was actually expended. During this time you cannot speak or make any noise except to continue incanting. When you finish the incantation, the scroll disintegrates.

TUNING NECKLACE

Wondrous item, common

This necklace has a small pendant made of coiled wire wrapped in a layer of black sponge.

While wearing the tuning necklace, you have proficiency in Charisma (Performance) checks made while singing, as your voice is automatically tuned to the correct key and notes for any accompanying music.

WAND OF VOCAL WYRDING

Wand, legendary

A wand of vocal wyrding is a magical item that channels specific words, called wyrding words, to produce spell effects based on the word spoken.

This wand has 10 charges, and regains 1d8 + 2 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Whenever a wyrding word is spoken within 10 feet of the wand, it casts a spell (spell save DC 16, +8 to spell attack) specific to that word without requiring components or concentration, and consumes a number of charges equal to the spell's level. The spell fails if there are not enough charges to consume. The spell is cast at a random target or area unless a creature holding the wand uses an action to direct it at a target of their choice.

Wyrding Words. Any word in any language can be a wyrding word. They are rare and unpredictable, as only some words carry the specific sounds that are equivalent to material effect, and they are only revealed as wyrding words when spoken within 10 feet of a wand of vocal wyrding. Such words can be discovered through research, teaching, or trial-and-error.

A wyrding word replicates the effect of a single spell, and consumes a number of charges equal to that spell's level. Core spells and their wyrding words are: *eldritch*

blast ("charsuk"), *fireball* ("aplomb"), *harm* ("uwu"), *hold person* ("pinion"), *misty step* ("henerith"), *power word: kill* ("biddaum"), *shatter* ("chirrup"), *silence* ("vent").

DM's Note. Wands of vocal wyrding are highly variable items. As the DM, you have final say over which words are wyrding words, what effects they produce, and how they are discovered. Feel free to go wild adapting this item for your own game, as it serves as its own minor form of spellcasting.

SPELLS

TASHA'S DISARMING SHRIEK

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a turning fork)

Duration: Instantaneous

Spell List: Artificer, bard, sorcerer, warlock, wizard

You unleash an ear-splitting shriek. Each creature within 20 feet of you must make a Constitution saving throw. On a failed save, a creature takes 6d8 thunder damage and drops everything they are holding. On a successful save they take half as much damage. Deafened creatures are unaffected by this spell.

When you cast the spell, a creature in the area can choose to drop everything it is holding and cover its ears to gain advantage on the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

CREDITS

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SOUNDS OF INCANTATION

Incantations are words used to cast spells or perform rituals and prayers. They can be spoken, sung, or chanted, and vary widely in style and length (from full texts to a simple "abra cadabra"). Check out these links for examples:

Musical: <https://www.youtube.com/watch?v=RXO61x2OviY>

Sung: <https://www.youtube.com/watch?v=8dVz0o5qdpI>

Spoken: <https://www.youtube.com/watch?v=bNoQvcXWUjc>