

# **Toward Safer Arcane Research and Development via Tychomancy and Linguamancy**

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Submitted in partial fulfillment of the requirements for the title of  
Full Archivist of the Phandelver's Pact

## **Acknowledgements**

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## **Introduction**

Every day we as an arcane community push the boundaries of what our magic can do. Even now as our spellbooks overflow with numerous invocations and rituals of every variety, we only begin to scratch the surface of what is possible. Discovering new magic and crafting new spells is a tantalizing endeavor, but one that is exceptionally time consuming and dangerous to conduct. To aid this effort, I propose a new methodology for exploring new spells: using existing ones as a framework, and using luck magic itself to increase the odds of success.

Toward this, I focused my efforts on characterizing and replicating a number of legendary items of interest I believe would be of the most help. Ultimately, these items are legendary for a reason and exact replication was unsuccessful, but several interesting products of our research are worth noting. These, along with the originals are described in the section below followed by our methods, analysis, and future work.

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## Items of Interest

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### Ring of the Grammarian:

While wearing this ring, the wearer may change one letter in a spell name to create an entirely new spell. "Change" constitutes adding, removing, or altering a single letter in the name of the spell. The power of the new spell will be on-par with the level/power of the original spell.

#### Hypothetical examples:

"Power Word Stun" -> "Power Word Sun"

"Remove Curse" -> "Remove Purse"

"Continual Flame" -> "Continual Blame"

"Conjure Food and Water" -> "Conjure Flood and Water"

### Helm of Homophone:

While wearing this helmet, the wearer may change any spell or ability they cast/use to have a different effect, so long as the name of the spell or ability still accurately describes the spell or ability when said aloud.

#### Hypothetical examples:

"Turn Undead" may now cause nearby undead to begin to spin uncontrollably.

"Mass Suggestion" may now alter the mass of an object or creature the wearer does not know the accurate mass of.

"Cone of Cold" may now conjure an ice cream cone

"Second Wind" may now allow the user to cast "Gust of Wind"

### Amulet of Zarathustra:

While wearing this amulet, the wearer gains the *legendary resistance* feature. This ability is usually found only among the strongest of creatures, such as adult dragons and liches, and allows the creature to endure even the strongest of attacks.

*(Game Mechanics: While wearing this amulet, as a bonus action or reaction, you may expend one of the three charges to automatically succeed on any saving throw regardless of the save DC. The amulet recharges every dawn.)*

## Trial Products

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### Ring of Normalcy

While wearing this ring, the wearer may expend a charge to change the likelihood that their next action will succeed. The ring contains two charges that recharge at every dawn. Originally, we were trying to manufacture a ring of legendary resistance but bending odds so severely in one's favor is no easy piece of magic, let alone trying to bind such an effect to an item. It appears that when our intermediate product, the ring of normalcy, is used, this item makes the outcome of an action fairly down the middle, though the exact nature of the effect is still unknown. Research is ongoing.

*(Game Mechanics: While wearing the ring, you may expend a charge as a bonus action or bonus reaction. Once a charge has been expended, the next D20 roll you make, be it a skill check, attack roll, saving throw, you name it, is no longer rolled with a standard D20. Instead, it will be rolled with a D20 that has been weighted according to a normal gaussian distribution centered on 10.5, with 1 and 20 both lying 3 standard deviations from the center. I wrote a piece of code that acts as this weighted D20 given that I don't think a die like this actually exists. The ring contains two charges that recharge every dawn.)*

### Ring of Odd Evening

While wearing this ring, the wearer may expend a self-stored charge to change the likelihood that their next action will succeed. The ring can contain a maximum of one charge that must be replenished by the wearer. This was another failed attempt at creating a ring of legendary resistance, though it is a bit closer to what we are looking for. Unlike the ring of normalcy, this ring reacts to the recent actions of its user and does cause automatic successes, but it also can cause automatic failures as well. Still not the desired effect, but definitely very useful for spell research and development. Research is ongoing.

*(Game Mechanics: While wearing the ring, you may expend its charge as a bonus action or bonus reaction. Once the charge has been expended, the next skill check, attack roll, or saving throw you make will either be a nat 20 or a nat 1. This depends on how the ring was charged.*

*When first equipped, the ring has no charge until you roll a nat 20 or nat 1 on skill check, attack roll, or saving throw. If you roll a nat 20, the ring is charged with a nat 1. If you roll a nat 1, the ring is charged with a nat 20. The charge is held until the user expends it manually or until 1 day has passed since the charge was acquired. )*

### Ring of Spoonerism

While wearing this ring, the wearer may expend a charge to swap the first consonants of two words in the name of a spell to create an entirely new spell. The ring contains one charge that recharges at dawn. This was one of the more successful attempts at recreating the effect of the ring of the grammarian, though it is certainly more limited. Most spoonerized spells flat out don't

work because they just make nonsense, though we are fairly certain the ring has the documented effect because spells like “Find Familiar” and “Magic Missile” still work as they should. Not very practical but certainly encouraging for research purposes.

*(Game Mechanics: While wearing this ring, you may expend its charge as a bonus action or bonus reaction. Once the charge has been expended, you may modify the name of the next spell you cast in accordance with the above statement. The effect, if successful, will be of the same magnitude as the original spell's level/power.)*

### **Circlet of Oronym**

While wearing this circlet, the wearer may expend a charge to make the next oronym, or “eggcorn” they say, true. This item is a failed attempt at creating a helm of homophone, but I believe we are failing upwards because this effect is actually quite powerful, though specific. I should also note that it only works if the user truly believes that the eggcorn version of the phrase is the correct way to say it, making its use among the well-read rather difficult. Further research is in progress.

*(Game Mechanics: While wearing this circlet, you may expend a charge as a bonus action or bonus reaction. Once a charge has been expended, the next eggcorn the wearer says and believes then becomes true to at least some extent. The circlet contains two charges that recharge every dawn.)*