DUALINK

Enuncia

D&D Mechanic



Warhammer 40K Edition

Enuncia

Enuncia

The Language That Commands Reality

Enuncia is not magic, psionics, or divine power. It is the written and spoken language reality itself is constructed from. Creatures cannot learn Enuncia through study or training. They can only attempt it through objects that bear fragments of the language: scrolls, tablets, relics, weapons, or living artifacts.

Speaking Enuncia does not ask reality to change. It forces it to comply. Reality responds with violence.

Access to Enuncia

A creature may attempt to speak Enuncia only if:

- It is holding, wearing, or directly interacting with an item bearing Enuncia
- The inscription is at least partially intact
- The creature can vocalize or otherwise externalize the word

The item does not protect the speaker. It merely makes the attempt possible. Most Enuncia-bearing items are damaged, destroyed, or rendered inert after use.

Enuncia Score

The first time a creature ever attempts to use Enuncia, determine its Enuncia Score. This score will act as a modifier for the Enuncia Check required to use it.

Enuncia Score = Charisma modifier

+ Constitution modifier + Proficiency Bonus

This score represents:

- How much strain the body can endure
- How forcefully the creature asserts its existence
- How much reality will tolerate the creature before rejecting it

The Enuncia Score can be permanently reduced by backlash. If it reaches 0, the creature can never attempt Enuncia again and may not survive the loss.

Strain

Every use of Enuncia inflicts Strain. Strain is cumulative and does not fade naturally. As Strain increases:

- Enuncia becomes harder to control
- Backlash becomes more severe
- The creature visibly degrades

High Strain should feel like impending annihilation. The amount of Strain you have is reduced from the Enuncia Check.

Using Enuncia

When Enuncia is spoken:

1. The creature states its intent in plain language ("I speak the word that ends motion.")
2. The DM determines the tier of the utterance
3. The creature gains Strain based on the tier
4. The creature makes an Enuncia check (Adding the Enuncia Score, reduced by current Strain)
5. Reality responds

Enuncia Check Difficulty

The more reality you command, the harder it is to survive.

- Tier I: DC 8
- Tier II: DC 12
- Tier III: DC 15
- Tier IV: DC 18 or higher (DM discretion)

Enuncia Score is added to the roll. Strain is subtracted from the roll.

The Four Tiers of Enuncia

Tier I – Command (Strain +1)

Localized, brutal, precise.

Examples:

- "Halt." Target creature is paralyzed until end of your next turn.
- "Unmake." Object or construct takes 10d10 force damage, ignoring resistance.
- "Silence." Target cannot speak, cast spells with verbal components, or scream for 1 minute.

Success by 5+: Effect lasts twice as long

Tier II – Decree (Strain +2)

Reality bends in a visible way.

Examples:

- "Fall." Gravity in a 30-ft radius reverses for 1 round.
- "Burn." Area ignites conceptually; fire ignores immunity and resistance.
- "Forget." One creature loses all reactions, legendary actions, and lair actions for 1 minute.

Success by 5+: Area doubles

Tier III – Axiom (Strain +4)

You rewrite a rule.

Examples:

- "Death is Final." No creature can regain hit points or revive for 1 minute. All creatures that die within this time cannot be resurrected, short of a Wish spell.
- "Distance is Meaningless." All movement and ranges in a 120-ft radius become 0.
- "I Am Law." You automatically succeed on all saving throws for 1 round.

Success by 5+: Duration doubles

Tier IV – Mythic Pronouncement (Strain +8)

Reality remembers this.

Examples:

- "This Ends." One creature is reduced to 0 HP and cannot trigger death-prevention effects.
- "Obey." All creatures of your choice in 120 ft lose free will for 1 round.
- "There Was Nothing." A 20-ft sphere is erased; nothing can exist there for 1 minute.

Backlash Table

When you fail an Enuncia Check, determine the effect by how much you fail.

- 1 - Lose your reaction, bonus action, and movement for 1 minute.
- 2 - Gain 2 levels of exhaustion.
- 3 - You take 6d10 force damage per tier used.
- 4 - You gain a visible, narrative scar (DM defines mechanical drawback).
- 5 - You gain twice as much Strain from casting this Enuncia.

- 6 - Gain 4 levels of exhaustion.
- 7 - Your Enuncia Score becomes 0.
- 8 - Your voice is destroyed.
- 9 - You instantly die and may never be resurrected short of a Wish spell.
- 10+ - You instantly die and may never be resurrected short of a God's desire.

Roll a d20 when the effect occurs. On a 1–2 reality lashes back and the nearest creature takes the effect instead.

