

FEATS

BROKEN MIND MALICE

Prerequisite: You must have a lesser or greater insanity to take this feat.

You have a powerful, albeit broken, mind. This combination has given you the unlikely ability to inflict temporary bouts of insanity in others. When you gain this feat, choose one insanity you currently have. If you are ever cured of that insanity it returns when you complete a long rest.

Once per day you can cast one of the following spells at its lowest level: *crown of madness*, *dissonant whispers*, *inflict madness*, or *tasha's hideous laughter*. Your spellcasting ability for these spells is Sanity.

As a final benefit of this feat, your Sanity score increases by 2.

IRON MIND

Prerequisite: Sanity 13 or higher

You have taken efforts to fortify your mind against infirmity and weakness. As a result, you gain the following benefits:

- You gain proficiency with Sanity saving throws.
- Once per day, as a bonus action on your turn, you can steel your mind against harm. You gain psychic resistance for one minute.

NERVES OF STEEL

You've seen countless horrors and no longer flinch when friends are cut down like wheat or creatures from the beyond creep out of the darkness. As a result, you gain the following benefits:

- Your Sanity score increases by 2.
- You gain advantage on Sanity saving throws against fear and horror.
- When you roll on the fearful reactions chart you can roll twice and choose which of the two results you want to use.



STABLE

No matter how madness claws at you, it finds no purchase. You are exceptionally resilient against insanity. As a result, you gain the following benefits:

- Your Sanity score increases by 2.
- You gain advantage on Sanity saving throws against madness.
- When you roll on the lesser insanity or greater insanity chart you can roll twice and choose which of the two results you want to use.

SPELLS

DREADFUL VISAGE

1st-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a frightening mask)

Duration: Instantaneous

Class: Wizard

Your face twists into a dreadful mockery of itself and all creatures within 5 feet of you must make a Sanity saving throw against fear.

FEAR OF THE GRAVE

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a wooden box)

Duration: Concentration, up to 1 minute

Class: Wizard

Choose a creature within range and you flood its mind with grim reminders of its own impending mortality. That creature must succeed on a Sanity saving throw or take 1d8 + your spellcasting ability modifier necrotic damage. While you maintain concentration on this effect the creature takes this damage again at the start of each of your turns and the creature has the lesser insanity, thanatophobia. If you maintain concentration on this effect for the full minute the creature gains the lesser insanity, thanatophobia permanently.

INFLECT MADNESS

2nd-level illusion (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a broken skull)

Duration: Instantaneous

Class: Wizard

Choose a creature within range and they are assaulted with hallucinations, flashbacks, and rapid thoughts. That creature must succeed on a Sanity saving throw or take 4d6 psychic damage and gain a greater insanity. If the creature succeeds on the Sanity saving throw it takes 2d6 psychic damage and gains a lesser insanity. This insanity ends after they complete a long rest.

If this spell is cast as a ritual, the duration of the madness is changed to permanent.

INSPIRE RESOLVE
1st-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: 8 hours
Class: Bard, Paladin

You give a speech or performance that inspires resolve and courage in your companions. When you cast this spell choose up to 8 creatures within range, including yourself. Those creatures gain advantage on Sanity saving throws against fear for the duration of this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, affected creatures gain advantage on Sanity saving throws against horror for the duration of this spell as well. When you cast this spell using a spell slot of 3rd level or higher, affected creatures gain advantage on Sanity saving throws against madness for the duration of this spell as well.

RESTORE MIND
3rd-level divination

Casting Time: 1 action or 8 hours
Range: Touch
Components: V, S
Duration: Instantaneous
Class: Cleric, Paladin

This spell restores minds to functionality and self-determination. There are two possible uses for the spell, depending on the damage it is being used to heal.

If you cast this spell using 1 action, you touch a creature and end one condition afflicting it. The condition can be charmed, frightened, or a frightful reaction.

If you cast this spell over 8 hours, you carry on an extended conversation with a creature and bring it's mind back to reality. You remove a lesser insanity of your choice from the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the 8 hour variation of this spell can remove a greater insanity of your choice from the creature.

STARTLE BEASTS
2nd-level illusion

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Class: Ranger

You shout intimidatingly and make threatening gestures to startle all beasts in the area. Each beast within range must succeed on a Sanity saving throw or roll on the fearful reaction chart. Beasts with an Intelligence of 4 or higher are immune to this effect.

Troubled Minds: Feats & Spells by
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