

Mind Magic

Codex One of the Enchiridia Mysteria



**PRESENTED BY
LORD RUMFISH**



LEGALESE

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2018 by Mark Burton (a.k.a. Lord Rumfish) and published under the Community Content Agreement for Dungeon Masters Guild.



Design: Mark “Lord Rumfish” Burton.

Art: DMs Guild Creator Resources presented by Wizards of the Coast, Planar Art Pack: The Planes, Spheres, and Aether presented by Arcana Games, “Arcana Games” Dungeon Masters Guild Logo Pack presented by Arcana Games, and the following artists hosted by Pixabay: Alexas Fotos, AlFa P.P., Arthur Rackham, Enrique Meseguer, HG-Fotografie, Pete Linforth, and Totum Revolutum.

Proofing: Lord Rumfish, Mary.

Special thanks: See Foreword.

FOREWORD

It takes power to shape the physical world, but it takes subtlety to shape the mind. The brain is a formidably complex organ, made only more so by the existence of the soul in Dungeons & Dragons. Tampering with it can have unexpected results, and many spellcasters flee from the labyrinthine complexities of the mind to choose spells of simple power in the physical world.

But you are not one of them, are you?

Whether you are a veteran illusionist or an apprentice enchanter, this collection of **25 new spells about the mind** will give you new tricks and solutions to unveil. You will find a trove of enchantment and illusion spells, as well as divinations, as you delve into the secret workings of the brain. While there are variations on familiar themes and one old favorite reimaged (*Delusions of Grandeur*), most of what you will find here is brand-new. I hope it brings mind mages to new life within your campaigns. While bards, sorcerers, and wizards gain the most, there is something for everyone in this grimoire.

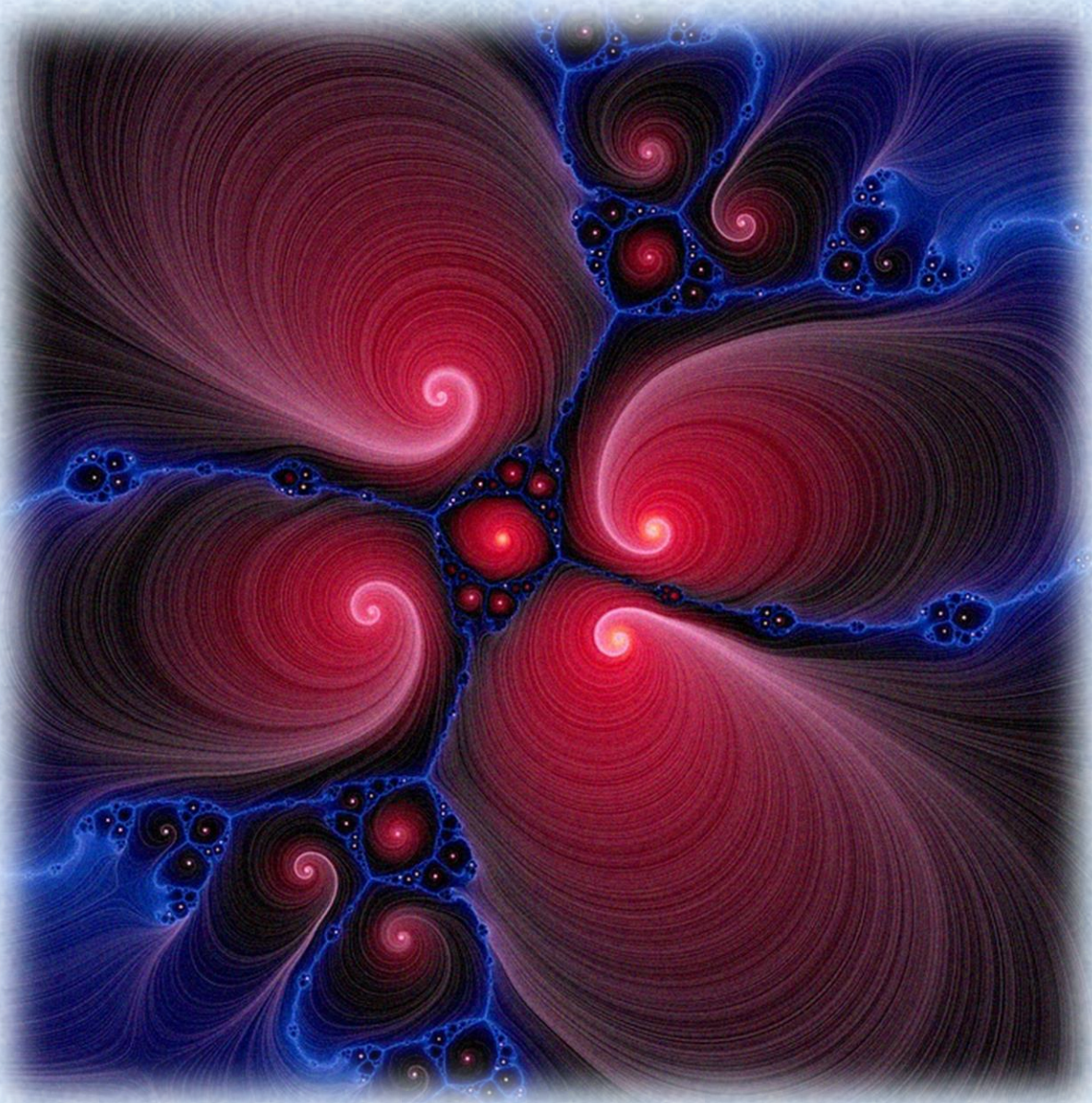
I must dedicate this writing, once again, to mom and dad, for where would I be without them? Far more important than even the biology, it was the bedtime stories, the Jabberwocky, the music, and the life they brought me into that shaped a great deal of the person I am today, and I am eternally thankful for their love and guidance, even when my own path diverges. My friends and playtesters (who are one and the same) I must also recognize each time for inspiring me to turn gaming into a lifelong passion. I'd like to give special thanks to Ray and Tim this time, not for direct spell contributions, but as influencing forces and kind listeners who have also influenced my life and given me confidence to pursue my dreams. You might never have seen these works if it weren't for Mary, my love and my universe, who gave me the push I needed to move forward into a new phase of my life while holding space for me. Mary, never doubt that I am living in the happiest part of my life at this very moment, and that I always love you, no matter what. To all of you, my heartfelt thanks.

And Gabriel: you count as one of those playtesters now; we have work to do, my young apprentice.



TABLE OF CONTENTS

Legalese.....	ii
Foreword.....	iii
SPELL LISTS	1
Spells by Saving Throw.....	3
Spells by School / College	3
SPELLS	4



SPELL LISTS

BARD SPELLS

CANTRIPS

Fool's Gold
Hot Flash
Mental Giant
Vertigo

1st LEVEL

Chaotic Whim
Debilitating Domination
Know Vice
Stubbornness

2nd LEVEL

Delusions of Grandeur
Labyrinth

3rd LEVEL

Crumbling Perception
Fool's Counterspell
Insipid Intrusion

4th LEVEL

Humble
Meet My Apprentice

5th LEVEL

Fool's Dweomer
Long Road Home

6th LEVEL

Doors of the Mind
Mind Trap

7th LEVEL

Illusory Duelist

8th LEVEL

Magebane Umbra

9th LEVEL

Thoon-Shadow Neothelid

CLERIC SPELLS

CANTRIPS

Mental Giant

1st LEVEL

Know Vice
Stubbornness

2nd LEVEL

Delusions of Grandeur

3rd LEVEL

Insipid Intrusion

4th LEVEL

Humble

5th LEVEL

Detect Danger

DRUID SPELLS

CANTRIPS

Critter Control
Hot Flash

1st LEVEL

Stubbornness

3rd LEVEL

Insipid Intrusion

4th LEVEL

Humble

5th LEVEL

Detect Danger
Long Road Home

PALADIN SPELLS

1st LEVEL

Know Vice
Stubbornness

2nd LEVEL

Delusions of Grandeur

4th LEVEL

Humble

5th LEVEL

Detect Danger

RANGER SPELLS

1st LEVEL

Stubbornness

2nd LEVEL

Labyrinth

5th LEVEL

Detect Danger
Long Road Home

SORCERER SPELLS

CANTRIPS

Fool's Gold
Hot Flash
Mental Giant
Vertigo

1st LEVEL

Chaotic Whim
Debilitating Domination
Know Vice

2nd LEVEL

Delusions of Grandeur
Labyrinth

3rd LEVEL

Crumbling Perception
Fool's Counterspell
Insipid Intrusion

4th LEVEL

Meet My Apprentice

5th LEVEL

Detect Danger
Fool's Dweomer

6th LEVEL

Doors of the Mind
Mind Trap

7th LEVEL

Demonic Possession
Illusory Duelist

8th LEVEL

Magebane Umbra

9th LEVEL

Thoon-Shadow Neothelid

WARLOCK SPELLS

CANTRIPS

Hot Flash
Vertigo

1st LEVEL

Chaotic Whim
Debilitating Domination
Know Vice

2nd LEVEL

Delusions of Grandeur

6th LEVEL

Mind Trap

7th LEVEL

Demonic Possession

8th LEVEL

Magebane Umbra

9th LEVEL

Thoon-Shadow Neothelid

6th LEVEL

Doors of the Mind
Mind Trap

7th LEVEL

Demonic Possession
Illusory Duelist

8th LEVEL

Magebane Umbra

9th LEVEL

Thoon-Shadow Neothelid

WIZARD SPELLS

CANTRIPS

Fool's Gold
Hot Flash
Mental Giant
Vertigo

1st LEVEL

Chaotic Whim
Debilitating Domination
Know Vice

2nd LEVEL

Delusions of Grandeur
Labyrinth

3rd LEVEL

Crumbling Perception
Fool's Counterspell
Inspid Intrusion

4th LEVEL

Meet My Apprentice

5th LEVEL

Detect Danger
Fool's Dweomer

Why do the arcane casters get everything?

In every edition of Dungeons and Dragons, the arcane spellcasters get more spell options than divine casters do. In *Xanathar's Guide to Everything* on page 147, it claims that spells for clerics, druids, and paladins require "special consideration" because they have access to their entire spell list, and that some players may be overwhelmed with new options.

I don't think that's the real reason for the discrepancy I've noticed. Even in that book, druids and rangers get more spells than clerics and paladins, respectively. In fact, druids get many more spells than bards do, and bards were not mentioned as being problematic for new spells.

If I were to hazard a guess, I would lean towards play balance being part of the reason. Clerics are quite powerful, able to fight on the front lines, heal themselves or others, and with a formidable array of enhancing spells as well as some offensive magic. Arcane casters tend to be more fragile, having sacrificed other class features for their spells.

There is also audience expectation to consider. While I could have made a tome dedicated to clerics' mind magic (which would be a viable choice), most people probably think of wizardly enchanters (or psions) when they first picture a mind mage.

Finally, I think part of the reason people play arcane characters is for the discovery of new and fantastic spells; wizards are certainly built for it. Not to worry though: I enjoy divine magic, and books of divine-focused spells loom in the future.

MIND MAGIC

SPELLS BY SAVING THROW

DEXTERITY (1)

Long Road Home

INTELLIGENCE (10)

Chaotic Whim

Crumbling Perception

Fool's Counterspell

Fool's Dweomer

Hot Flash

Illusory Duelist

Labyrinth

Long Road Home

Mental Giant

Thoon-Shadow Neothelid

WISDOM (6)

Critter Control

Debilitating Domination

Doors of the Mind

Know Vice

Mind Trap

Vertigo

CHARISMA (8)

Delusions of Grandeur

Demonic Possession

Detect Danger

Humble

Inspid Intrusion

Magebane Umbra

Meet My Apprentice

Thoon-Shadow Neothelid

SPELLS BY SCHOOL / COLLEGE

DIVINATION (3)

Detect Danger

Doors of the Mind

Know Vice

ENCHANTMENT (11)

Chaotic Whim

Critter Control

Debilitating Domination

Delusions of Grandeur

Demonic Possession

Humble

Inspid Intrusion

Meet My Apprentice

Mind Trap

Stubbornness

Vertigo

ILLUSION (11)

Crumbling Perception

Fool's Counterspell

Fool's Dweomer

Fool's Gold

Hot Flash

Illusory Duelist

Labyrinth

Long Road Home

Magebane Umbra

Mental Giant

Thoon-Shadow Neothelid

SPELLS (25 TOTAL)

CHAOTIC WHIM

1st level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

This spell touches up to 3 targets' minds with chaos, causing hallucinations, jumbled thoughts, overstimulation, and emotional extremes. The targets must succeed Intelligence saving throws when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a d8 at the start of its next turn to determine its behavior.



d8 Roll Behavior

- | | |
|---|---|
| 1 | Target begins dancing, taking no action, moving 10 feet in a random direction (roll a d8 and assign a direction to each number), and Strength and Dexterity saves have disadvantage until the beginning of its next turn. |
| 2 | The target begins clucking like a chicken. The target takes no action this turn. |
| 3 | The target casts the highest-level spell it can use in the highest spell slot available to it, targeting itself. If the target knows multiple spells of that level, it chooses one at random. It takes no other action this turn. |
| 4 | The target begins singing boisterously. It cannot communicate, nor can it use verbal components for spells, nor use any command words. The target otherwise may act normally this round. |
| 5 | The target takes the Dodge action, focused entirely on avoiding taking damage. The target takes no offensive action but may otherwise act normally. |
| 6 | The target uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn. |
| 7 | The target uses its action to make a ranged attack against a randomly determined creature within its range. If the creature has no ranged weapon, it will throw a melee weapon or any other object near at hand as an improvised weapon (PHB p.147-148). If there is no creature within its range, or absolutely no way it can make a ranged attack, the creature does nothing this turn. |
| 8 | The creature begins weeping and is blinded until the beginning of its next turn. It may act normally this round. |

CRITTER CONTROL

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to bewitch a beast of CR 0 that you can see within range, such as a badger, crab, or giant fire beetle. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as “Attack that creature,” “Run over there,” or “Fetch that object.” If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

The number of targets increases by 1 when you reach 5th level (2), 11th level (3), and 17th level (4).

CRUMBLING PERCEPTION

3rd level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

This spell causes a target creature to believe everything it touches disintegrates. One target creature must make an Intelligence saving throw. On a successful save, you may have the target take 4d6 psychic damage. Whether they take the damage or not, the spell ends.

On a failure, the creature believes every object it touches crumbles to dust. It automatically drops any items it is holding, and it is unable to pick up other objects or use pieces of its equipment; trying to do so causes it to drop it on the ground. Actions that require it to grab an object fail; for instance, it could not climb a rope or grasp a piton. Larger objects and surfaces like walls remain solid to the target. The target's mind fills in any details necessary to maintain the illusion, for example if it tried to grasp an opponent's weapon it might believe that it failed to grab it.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you may target an additional creature and deal 1d6 additional psychic damage for every slot level above 3rd.



DEBILITATING DOMINATION

1st level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to bewitch a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration, but this rapidly taxes your mind, body, and soul to the breaking point, even to death if you are not careful. If you are immune to exhaustion, you are incapable of powering the spell correctly and the spell fails. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose. You can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

Maintaining the link quickly exhausts the caster's mind, body, and soul. You take one

level of exhaustion when the creature fails the first Wisdom saving throw (if it succeeds, you take no exhaustion and the spell ends); thereafter, at the end of each of that creature's turns, you take another level of exhaustion (for example, you would have two levels of exhaustion after the creature's next turn).

DELUSIONS OF GRANDEUR

2nd level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause a creature to become suicidally brave, believing itself to be capable of anything with a token effort. The target must make a Charisma saving throw, and on a success the spell ends. On a failure, until the spell ends, the creature is immune to being frightened, cannot perform the Dodge or Disengage actions, and subtracts 1d4 from all attack rolls, saving throws, and checks. Creatures attacking the target have advantage on their attack rolls.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Too Strong?

The argument could be made that *Debilitating Domination* is too powerful, akin to the 8th level spell *Dominate Monster*. I think anyone arguing that is underestimating exhaustion penalties.

On the 5th round the creature is dominated, you die. Before then, you take crippling penalties that will require days of rest to recover from. *Greater Restoration* can speed that along, which is a 5th level cleric spell with a 100 gp material component. Exhaustion is a setback with no easy answers, and a spellcaster should consider very carefully before committing to it.

DEMONIC POSSESSION

7th level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

This spell reaches into the Abyss and forces a hezrou demon (by GM / Storyteller discretion, a different demon may be used) to attempt to possess a target creature with your assistance. The target must succeed on a Charisma saving throw or be possessed by the demon.

The target is incapacitated and loses control of its body. The demon now controls the body but doesn't deprive the target of awareness. The demon can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, and Charisma. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the target drops to 0 hit points, the demon ends it as a bonus action (it cannot unless it is uncontrolled), the demon is forced out by an effect like the *Dispel Evil and Good* spell, or your concentration ends. When the possession ends, the demon is shunted back to its body in the Abyss. The target is immune to this spell for 24 hours after succeeding on the saving throw or after the possession ends.

Roll initiative for the demon, which has its own turns. When you first cast this spell and on each of your turns thereafter, you can issue a verbal command to it (requiring no action on your part), telling it what it must do for its next turn. If you issue no command, it spends its turn attacking any creature within reach that has attacked it.

At the end of each of the demon's turns, it makes a Charisma saving throw. The demon has disadvantage on this saving throw if you say its true name. On a failed save, the demon continues to obey you. On a successful save, your control of the demon ends for the rest of the duration, and the demon spends its turns pursuing and attacking the nearest non-demons to the best of its ability.

If you stop concentrating on the spell before it reaches its full duration, an uncontrolled demon doesn't disappear for 1d6 rounds if the possessed body still has hit points. The demon also becomes uncontrolled if your concentration ends for any reason.



DETECT DANGER

5th level divination

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

This spell detects the presence of multiple dangers, and though it is not as generally applicable as *Foresight* it is a great benefit. You detect hostile creatures, certain creature types, diseases, poisons, and traps for the duration, as described below.

- **1.)** You can sense the presence and location of creatures with hostile intent within 60 feet of you. You can determine whether the hostility will result in direct attack or ambush, or whether the hostility is subtler. If one or more creatures are trying to mask their hostile intent, they make Charisma saving throws, and on a success do not register to this spell.
- **2.)** You know if there is an aberration, celestial, elemental, fey, fiend, or undead within 60 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 60 feet of you that has been magically consecrated or desecrated.
- **3.)** You can sense the presence and location of poisons, poisonous creatures, and diseases within 60 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.
- **4.)** You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its

creator. Thus, the spell would sense an area affected by the *Alarm* spell, a *Glyph of Warding*, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole. This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DOORS OF THE MIND

6th level divination

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 minute

You open the doors of perception for one creature, giving its mind access to the vast array of information around it. The target must make a Wisdom saving throw, and on a success, you may have the target take 6d6 psychic damage, then the spell ends.

On a failed save, it is suddenly aware of tiny environmental details: the individual wood grains and carving lines on a chair or table, the variations of color between grass blades, distinct odors wafting from a refuse pile, etc. While this might sound like a blessing, it is very distracting. The target has disadvantage on all attack rolls, all checks, and on Intelligence and Charisma saving throws. The target also cannot take reactions, and anyone attempting to communicate something to the target must make a Charisma check against your spell save DC or the message goes unnoticed.

The target's mind opens psychically, gaining telepathy within a 30-foot radius. Unlike normal telepathy, this is sensory overload. The target broadcasts its surface thoughts to every creature within 30 feet that has an Intelligence score of 1 or higher, and it receives a jumbled mess of communications from every mind within 30 feet. The target takes 7d10 psychic damage from this cacophony, while creatures with Intelligence scores of 1 or higher within 30 feet take 2d10 psychic damage (no save). If there are no other creatures within 30 feet of the target, it only takes 4d10 psychic damage.

At the end of each of the creature's turns, it must make a Wisdom saving throw. On a success, the spell ends. On a failure, it takes 2d10 psychic damage, and thinking creatures within 30 feet take 1d10 psychic damage.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, you deal an additional 1d10 psychic damage, both initial and ongoing damage, to the target and those around it for every slot level above 6th.

FOOL'S COUNTERSPELL

3rd level illusion

Casting Time: 1 reaction, which you take when you see a creature within 120 feet of you casting a spell

Range: 120 feet

Components: S

Duration: Concentration, up to 24 hours

This spell causes another spellcaster to believe their spell was counterspelled, but it is only a clever illusion. The target spellcaster must make an Intelligence saving throw, and on a failure believes that you successfully cast *Counterspell* or otherwise stopped their magic from working.

The spell takes normal effect, but the spellcaster experiences none of it and believes it to have failed, even if they caught themselves in the radius of their own *Fireball*; this may cause them to be unaware of their own wounds, or the wounds they have inflicted. If the spell requires concentration, the spell immediately ends because the caster refuses to concentrate.

If the caster investigates the illusion more closely, they may make an Intelligence (Investigation) check against your spell save DC, and on a success, they will discover their spell worked after all and this spell ends.

FOOL'S DWEOMER

5th level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You make a target creature within range believe you have cast a different spell than this one, and that it is being targeted by the effects of the other spell. The target must make an Intelligence saving throw, and it gains advantage if it is proficient in Arcana checks. If it fails, it believes it is targeted by, or in the area of, a spell of your choosing.

If you choose a spell that is not on your class spell list, you take one level of exhaustion. If the spell is of a higher level than you have spell slots for, you gain levels of exhaustion equal to the difference in spell levels (so if you can cast 5th level wizard spells and you choose a 7th level cleric spell, you would take one level of exhaustion for a cleric spell, plus two more levels of exhaustion for the difference in spell level).

MIND MAGIC

The target then acts as if subject to the spell of your choosing, making saving throws, believing it takes damage, knocking itself prone, etc. The creature acts more confident if it believes it is under the effects of a beneficial spell (believing itself to be healed, or more difficult to hit, etc.).

You can use a spell that affects an area, and only a creature affected by this spell will believe the area to be true. The only condition the creature cannot truly mimic (aside from pretending to be invisible) is petrified; treat this as paralyzed instead, even if the creature is normally immune to paralysis. The creature takes no real damage, but it believes it has suffered average damage from the spell as appropriate (use average hit point results for spells that affect a certain number of hit points). A “dead” creature (including one that suffers too much “damage”) acts unconscious. The spell lasts until concentration ends or until the creature takes damage.

A creature may perform an Intelligence (Investigation) check against your spell save DC to determine if the coin is real. A creature that discerns the illusion for what it is can see through the coin, and it feels suddenly weightless.

A creature who figures out the coin was only an illusion turns hostile towards you; some may attack you, while others may express more social or subtle hostility. A creature who did not discern the illusion will be confused when their money does not add up but may suspect more mundane problems such as miscounting their money, misplacing the coin, or being pickpocketed.

The number of coins created increases by 2 when you reach 5th level (3 gp), 11th level (5 gp), and 17th level (7 gp).

FOOL’S GOLD

Illusion cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You create a tangible illusion of a gold coin, focusing material from the Plane of Shadow into a coherent form. The coin possesses input for all the senses, but it does not fool divination magic and it registers as magical.



HOT FLASH

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell causes sensations of intense heat for the target creature. The target must make an Intelligence saving throw, and on a failure, they take 1d4 psychic damage at the beginning of their turn each round as they sweat and believe themselves to be baking in the heat. Creatures with resistance or immunity to fire damage are unaffected.

If a target rolls a natural 1 on the save, it takes one level of exhaustion initially.

This spell's number of targets increases by 1 when you reach 5th level (2), 11th level (3), and 17th level (4).

HUMBLE

4th level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You attack a target's willpower, attempting to humble them physically, emotionally, and spiritually. A creature of your choice that you can see within range must make a Charisma saving throw. If the target succeeds, you may have the target take 4d6 psychic damage, and then the spell ends.

Whenever a target that fails this saving throw makes an attack roll, a saving throw, or a check before the spell ends, the target must roll 2d4 and subtract the number rolled from the attack roll, saving throw, or check.

The target cannot gain temporary hit points for the duration, and any temporary hit points it currently possesses are reduced to 0. Finally, if the creature is disguised, polymorphed, or under a shapeshifting effect, it reverts to its true form and cannot change shape again for the duration.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the number of targets increases by 1 for every slot level above 4th.

ILLUSORY DUELIST

7th level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create an illusory duplicate that looks and sounds like you but is intangible. The duplicate cannot interact with physical objects and creatures, but it can battle other illusions. Non-illusion attacks miss it automatically, it succeeds on all saving throws against non-illusions, and it is immune to all non-illusion damage and conditions.

The duplicate appears exactly as you do, with hit points and powers or spells matching yours. It acts on your turn, taking its own set of actions separate from yours, and you control it with a telepathic link. It can attack other illusory objects and creatures, and cast spells that affect illusions, and other illusions may attack it. Unless an illusion spell lists a specific AC or HP value for the illusion it creates, or if you do not know the caster's spell attack bonus or saving throw DC, assume the following:

Level	AC	HP	Attack/Save	Damage	DC
Cantrip	12	10	+2	1d4	12
1	13	20	+3	1d8	13
2	14	40	+4	2d8	14
3	15	60	+5	3d8	15
4	16	80	+6	4d8	16
5	17	100	+7	5d8	17
6	18	120	+8	6d8	18
7	19	140	+9	7d8	19
8	20	160	+10	8d8	20
9	21	180	+11	9d8	21

Illusory versions of damage spells your duplicate casts have full normal effect against other illusions, and if you reduce a foe's illusion to 0 HP it is dispelled. Your duplicate can also attempt to dispel or counterspell illusions: the defending spellcaster makes an Intelligence saving throw, and on a success your duplicate has disadvantage on checks to dispel or counterspell that foe. Other illusions may attack your duplicate, and if they normally possess no other attack form they may use the table above to determine the effectiveness of their attacks. If your duplicate is reduced to 0 HP, the spell ends.

This paragraph only applies if you are not using the illusion battle rules! If you do not have time to run an illusory side battle, you can assume that at the beginning of your turn, the duplicate can dispel a single illusion within 300 feet, until it has dispelled a maximum of 11 spell levels of illusions. It cannot exceed this number, but it may wait for a lower-level illusion spell.

A creature that uses an action to examine the duplicate can determine that it is an illusion by succeeding on an Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through it.

INSIPID INTRUSION

3rd level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 minute

This spell causes a group of creatures to succumb to dull, monotonous thought patterns, taking psychic damage and losing their motivation. Creatures in a 40-foot cube centered on a point within range must make Charisma saving throws or take 4d6 psychic damage, can't take reactions, and have disadvantage on Intelligence, Wisdom, and Charisma saving throws for the duration. On a successful save, a target takes half of the initial damage and the spell ends for them.

At the end of an affected target's turn, it must make another Charisma saving throw. On a success, the spell ends for that creature. On a failure, it takes an additional 1d6 psychic damage and the spell continues.

Aberrations and demons are particularly vulnerable to this spell, making saving throws with disadvantage. However, beasts, creatures with an Intelligence score of 3 or lower, and beings of pure law (such as inevitables and modrons) are immune to the effects of this spell.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you deal an additional 1d6 psychic damage initially for every slot level above 3rd.

KNOW VICE

1st level divination

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

When you cast the spell, you can focus your mind on any one creature within range. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

The target must make a Wisdom saving throw. If it fails, you gain insight into the creature's flaws, or other aspects of its personality that can be exploited somehow if it has no traditional flaws. You do not gain access to surface thoughts, memories, etc., just overall personality traits. The creature is unaware of your mental intrusion.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you may target an additional creature for every slot level above 1st.

LABYRINTH

2nd level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You form a labyrinth that only a target creature can see. It takes any appearance you choose. The target must make an Intelligence saving throw. If they fail they are positioned inside of a maze only they can see. The walls of the maze are opaque to the creature and block line of sight. You may construct the labyrinth using four 10-foot squares with any number of walls however you wish, with the following rules:

- You cannot box the creature in; it must have at least one direction it can escape in from each square, and the maze must have at least one exit. For creatures with the ability to hover while flying, you may create vertical passages.

- The corridors and spaces must be wide enough for the creature to fit through without squeezing.
- The labyrinth has a ceiling unless you specify it does not, so creatures cannot simply jump or fly out of it without passing through the wall (see below).

If your GM / Storyteller wishes to abstract the maze and the escape, the creature can instead roll an Intelligence saving throw at the end of each of its turns. If it succeeds, it escapes, and the spell ends for that creature (a minotaur or goristro demon automatically succeeds).

A creature may attempt to pass through the walls, and if so they escape the maze (it turns dim and transparent to them) but take 3d6 psychic damage and 3d6 cold damage. Minotaurs and goristro demons do not take psychic damage from passing through the wall, but do suffer cold damage.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you may target an additional creature if it fits within the area of the same labyrinth, add another 10-foot cube to the maze's area, and deal an additional 1d6 psychic damage and 1d6 cold damage for every slot level above 2nd.

Labyrinth vs. Maze

At first glance, it seems insane: a 2nd level spell that does something similar to an 8th level spell?! However, don't panic: there are important differences.

First, *Labyrinth* has an initial saving throw.

Second, *Labyrinth* gives you multiple means of escape. It only takes a couple of rounds to escape from a maze made of four 10-foot cubes, and foes have the option of just taking damage to escape.

Lastly, the creature is still on your material plane. While this makes it somewhat vulnerable, it can blindly lob ranged or area attacks without ever leaving the labyrinth.

LONG ROAD HOME

5th level illusion

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

This spell causes a target creature to become hopelessly lost, and to often move in random directions even when they can see their destination. The target takes 3d6 psychic damage and must make an Intelligence saving throw.

On a failed save, the target loses all spatial awareness as its sensory input distorts. Even when the destination is in sight, the terrain takes on dreamlike qualities that lead them astray. Whenever the creature moves or takes the Dash action, it has a 50% chance to move in a random direction other than the one it intended to travel in. Cliffs and other hazardous terrain are especially dangerous: if the target moves at more than half of their speed, they must make a DC 10 Reflex saving throw any time they travel in a random direction and would encounter such an obstacle, assuming the obstacle is obvious. Failure means they walk right into a spike or fall off a cliff.

The target automatically fails checks made to map an area, perform tracking, remember which way they went, find north, read a map, or generally reorient themselves in any way. All

Acrobatics, Athletics, Stealth, and Survival checks have disadvantage.

At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends. The spell can also be ended by *Greater Restoration*, *Heal*, or *Wish*.



MAGEBANE UMBRA

8th level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 8 hours

You cloak yourself in quasi-real material from the Plane of Shadow, creating an illusion of swirling gloom with some substance. For the duration, whenever you make a saving throw against spells, magical effects, or psionics, you roll a d10 and add the number rolled to the saving throw. Whenever a creature makes an attack roll against you before the spell ends, it must roll a d10 and subtract the number rolled from the attack roll.

This planar magic is different enough from regular magic to cause your foes problems when trying to circumvent it. A foe that successfully counterspells or dispels this spell must make a Charisma saving throw or take 5d12 psychic damage, 5d12 cold damage, and be blinded for 1d10 rounds. On a success, they take half damage and are not blinded. In either case, the spell is still countered or dispelled.

This spell is especially insidious against creatures with truesight, including from the *True Seeing* spell. In addition to this spell's other effects, you are treated as if you were invisible to such creatures, even though they can normally see invisible creatures and objects.

At Higher Levels: When you cast this spell using a spell slot of 9th level or higher, you deal an additional 1d12 psychic damage and 1d12 cold damage for every slot level above 8th, and the duration becomes 24 hours with no concentration required.

MEET MY APPRENTICE

4th level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You enter the mind of a target creature within range, attempting to wrest control of its spellcasting briefly. The target must make a Charisma saving throw, and on a failure you learn what spells, psionics, and spell-like abilities the creature possesses, including spells known and available spell slots.

If the creature has any spells, psionics, or spell-like abilities, on the creature's next turn you choose a spell or power it knows that it can cast using one action. It spends the first action of its turn casting the spell you choose from any one spell slot available to it, also of your choice. You direct the creature telepathically to assign the spell's area, targets, etc. After completing that action, or if the creature has no spellcasting, psionics, or spell-like abilities, the spell ends, and it takes the rest of its turn as normal.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the duration extends by 1 round for every slot level above 4th, and the target must spend the first action of every round casting a spell or power of your choice, as you direct.

MENTAL GIANT

Illusion cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

This spell causes other creatures to perceive you as suddenly larger and stronger than

MIND MAGIC

normal, and if they fall prey to the illusion they will be easy to grapple. For this spell's duration, the first time you attempt to grapple a creature that creature must make an Intelligence saving throw. If the creature fails, you have advantage on Strength (Athletics) checks made to grapple that creature, and the creature has disadvantage on Strength (Athletics) and Dexterity (Acrobatics) checks made to avoid or escape your grapples.

You can also attempt to grapple a creature of any size, since the creature believes you are large enough to grapple it effectively. Furthermore, when you drag or carry a grappled creature who failed to save against this spell, your speed is not halved (the creature believes you to be large and strong enough to carry it easily, and it subconsciously assists you to move itself).

MIND TRAP

6th level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

One willing creature you touch has a trap placed in its mind for those who attempt to cause it psychic harm or spy upon its thoughts. Whenever the creature makes an Intelligence, Wisdom, or Charisma saving throw, takes psychic damage, is subject to an effect that would sense its emotions or read its thoughts, is targeted by a divination spell, or becomes charmed, the creature that caused the attack suffers a backlash of

10d10 psychic damage and must make a Wisdom saving throw. On a failure, the attack's originator is stunned for 1 round.

This spell can only trigger against the same target once per unique action, so a spell which has a Charisma save, causes psychic damage, and charms the subject only triggers this spell once. However, it can trigger multiple times if the target uses a bonus action or a reaction to perform a new attack, or if a spell causes multiple rounds of saving throws or psychic damage.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, you deal an additional 1d10 psychic damage for every slot level above 6th.



STUBBORNNESS

1st level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You or a creature you touch becomes immovably stubborn. Until the spell ends, the creature is immune to being charmed, has advantage on Strength saving throws, and gains 10 temporary hit points. Those who try to influence the target have disadvantage on social checks. When the spell ends, the target loses any remaining temporary hit points from this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points increase by 10 for every slot level above 1st.

THOON-SHADOW NEOTHELID

9th level illusion

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

By gathering webs of quintessence from the Far Realm, you create a Gargantuan black coruscating neothelid (*Volo's Guide to Monsters*, p.181, but it is not necessary for this spell) in an unoccupied space that you can see within range. A neothelid is a horrible accident of the mind flayer reproduction cycle, a long wormlike creature with a four-pointed maw and long tongue-like tentacles that draw in prey. The illusion lasts for the spell's duration and occupies its space, as if it were a creature.

When the illusion appears, any of your enemies that can see it must succeed on a Charisma

saving throw or suffer from short-term madness for 1 minute (*DMG*, p.259).

As a bonus action on your turn, you can move the illusion up to 60 feet. At any point during its movement, you can either cause it to exhale a 60-foot cone of acid originating from its space, or make a tentacle attack to swallow a target whole:

Acid Cone – Each creature in the cone must make an Intelligence saving throw, taking 10d6 acid damage on a failed save, or half as much damage on a successful one.

Tentacles – Make a melee spell attack, reach 15 ft., against one target. On a hit, you deal 3d8+8 bludgeoning damage plus 3d8 psychic damage. If the target is a Large or smaller creature, it must succeed on an Intelligence saving throw or be swallowed by the illusion. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside of the illusion, and takes 10d6 acid damage at the start of each of your turns. A swallowed creature can make an Intelligence saving throw at the end of each of its turns, and on a success is regurgitated prone in a space within 10 feet of the illusion. If the spell ends, a swallowed creature falls prone in the space previously occupied by the illusion, no longer blinded or restrained.

The illusion is tangible because of the quintessence used to create it, but attacks miss it automatically, it succeeds on all saving throws, and it is immune to all damage and conditions. A creature that uses an action to examine the neothelid can determine that it is an illusion by succeeding on an Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through it and has advantage on saving throws against its breath

and tentacles, and you have disadvantage on tentacle attacks against the creature.

If your concentration is interrupted for any reason before the full duration ends, the illusion becomes hostile and uncontrolled for 1d6 rounds, mentally controlled by a neothelid of Thoon from the Far Realm who perceives your reality through the illusion.

VERTIGO

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause sensations of vertigo and dizziness in up to three target creatures. The targets must make Wisdom saving throws, and on a failure they suffer disadvantage on any saving throw made to avoid falling prone for the duration, and disadvantage on checks made to balance or climb.

If a target fails a save by 5 or more, their speed is halved for the duration. If a target rolls a natural 1 on the save, it falls prone and its speed is halved for the duration.

This spell's number of targets increases by 1 when you reach 5th level (4), 11th level (5), and 17th level (6).

What is Thoon?

Thoon was a concept introduced in the *Monster Manual V* late in D&D 3.5 edition. It described a cult-like group of illithids and other bizarre aberrations and constructs from the Far Realm who did not act like normal mind flayers, and which were obsessed with harvesting quintessence. Thoon held a sort of reverence or religious significance for these aberrations, although even under mind control they were unable to explain better than "Thoon is Thoon, and Thoon is all!"

Thoon might be a deity, an elder evil, a supremely powerful aberration, or even a location in the Far Realm. Use whatever suits your campaign best.

Quintessence is also a bit hard to nail down; it appeared as a black coruscating energy to those able to see it, and it could be harvested from rare ores, certain living things, certain magic items, etc. One suggestion of how to use it was that it could be used in place of experience points to construct magic items. The rules have changed, but you could still come up with uses for quintessence if your players are determined to investigate it. Perhaps quintessence could count as raw materials towards magic item creation, but the items always come out cursed or full of weird quirks.