



MESMER CLASS GUIDE

D&D HOMEBREW

HOMEBREW CHARACTER CLASS
FOR DUNGEONS AND DRAGONS 5E

NOT OFFICIAL CONTENT

Mesmer

Eyes glowed from the agonized man while a haughty Elf playfully spun the tip of her rapier compelling the torment.

Echoes of a practiced Mantra from the night before sent a rush of energy surging through a Wizard's finger tips, while his Halfling friend tuned the flow of energy empowering the spell.

An oasis in the desert attracted roaming marauders from a distant doomed village, and what was water they sipped from soon shattered violently to silence their banter of exploits.

Mesmers seek to mold the magical styles of domination, inspiration, and illusion. They can subvert the abilities of their adversaries by pandemonium, or enhance companions' abilities through harnessing the same chaotic magic.

Controlled Chaos

With a focus on quick quips and even faster magical reflexes Mesmers succeed by swift action. Their initial magic may have many origins from Divine to laborious study.

The most important facet is disrupting their old ways by stealing a piece of chaos drawn from the ether or a Font of Magic. The chosen method of extraction defines their Spell Style. Honing the style brands the way the same chaotic energy accents their abilities. It helps to hasten duels with a blurred flourish, or can turn a simple swindle into a large haul by the blinding speed of the disappearing act.

Adaptive Spellcasters

After harnessing the newfound magic they tend to mix their previous efforts together, becoming less and less reliant on the past's source to fuel their mesmer spells.

Having come from various walks of life, mesmers can take part in many disciplines before delving into a Spell Style. Doing so grants them a diverse magical portfolio in the beginning before they focus more on illusion, enchantment, or deflection spells.

Domination Style may borrow from debilitating necromancer magic, Inspiration can interweave abjuration spells, and Illusion Style Spells dabble in transmutation. No matter the Spell Style, most Mesmer spells primarily focus on being quick, controlling, and illusionary. Should they decide to inflict pain then their secondary spells deal with psychic or force. Having a variety of backgrounds has influenced only a handful of spells that deviate from the above.

Once a mesmer moves beyond their old life, they start seeking ways to refine their Spell Style, and there is no better practice than through adventure!

Creating a Mesmer

There are plenty of exceptions to Mesmers—upending your previous way is key—so the following should be used as only suggestions for each Spell Style:

- Domination Style tends to be about imposing control. The magic itself is still chaotic, and your mind forces it to lash out. It is the most unnatural way to harness the energy, and tends to come at risks of sanity.
- Inspiration Style lets the magic flow through, and out freely. You become a conduit for it to escape, and nearby magic users may energize their own spells with renewed energy.
- Illusion Style acts as a balance of order and chaos. It lets the magic stream forth as a watery expression, but then converge to fill the empty vessels of their illusion spells.

Consider why you changed into this Spell Style over your former life. What disrupted the normal, and how did you adapt to becoming a Mesmer?

Quick Build

You can make a Mesmer quickly by following these suggestions. First, pick Illusion Style. Make Wisdom your highest score then Dexterity your second highest followed by Constitution. Then pick the Charlatan background.

For Cantrips you will have *illusionary leap* from the Spell Style. You can choose *minor illusion* for utility, and *imagined burden* for combat control.

Lastly, when picking 1st level spells to prepare, you can choose *wrathful smite* for offense or *shield* for defense. Your Spellcasting modifier may allow you to choose more 1st level spells to prepare.

Class Features

As a mesmer, you gain the following class features.

Hit Points

Hit Dice: 1d8 per mesmer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per mesmer level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple Weapons, Rapier, Shortsword, Longsword, Greatsword

Tools: Disguise Kit or a musical instrument (Flute)

Saving Throws: Constitution, Charisma

Skills: Arcana, and choose one from Investigation, Insight, Perception, Deception, Persuasion, Intimidation

Equipment

You start with the following equipment, in addition to the equipment granted by your background.

- Leather armor
- (a) a quarterstaff or (b) a rapier
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack



The Mesmer Table

Slots Per Spell Level

Level	Prof. Bonu s	Features	Mantra Phrases	Cantrips Known	1st	2nd	3rd	4th	5th
1st	+2	Spellcasting, Spell Style	—	2	2				
2nd	+2	Fighting Style, Reaction Surge	—	2	2				
3rd	+2	Mantras, Spell Style Mantra	2	2	3				
4th	+2	Ability Score Improvement	2	2	3				
5th	+3	Mesmer's Craft	3	2	4	2			
6th	+3	Spell Style Feature	3	2	4	2			
7th	+3	Mind Gash	4	2	4	3			
8th	+3	Ability Score Improvement	4	2	4	3			
9th	+4	—	5	2	4	3	2		
10th	+4	Mesmer's Craft, Reaction Surge	5	3	4	3	2		
11th	+4	Spell Style Feature	6	3	4	3	3		
12th	+4	Ability Score Improvement	6	3	4	3	3		
13th	+5	—	7	3	4	3	3	1	
14th	+5	Spell Style Mantra	7	4	4	3	3	1	
15th	+5	Mesmer's Craft, Reaction Surge	8	4	4	3	3	2	
16th	+5	Ability Score Improvement	8	4	4	3	3	2	
17th	+6	—	9	4	4	3	3	3	1
18th	+6	Spell Style Feature	9	4	4	3	3	3	1
19th	+6	Ability Score Improvement	10	4	4	3	3	3	2
20th	+6	Mantra of Recovery	10	4	4	3	3	3	2

Spellcasting

You mold a piece of chaos to power your mesmer spells, and it allows access to the mesmer spell list.

Cantrips

You know one cantrip of your choice from the mesmer spell list. You learn additional mesmer cantrips of your choice at higher levels, as shown in the Cantrips Known column of The Mesmer table.

Preparing and Casting Spells

The Mesmer table shows how many spell slots you have to cast your mesmer spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare a list of mesmer spells that are available for you to cast, choosing from the mesmer spell list. When you do so, choose a number of mesmer spells equal to your Mesmer Spellcasting modifier + half of your Mesmer Level, then round down (minimum of 1 spell). The spells must be of a level for which you have spell slots. The spells given by a Spell Style don't count against this maximum.

For example, if you are a 5th-level mesmer, you have four 1st-level and two 2nd-level spell slots. With a Spellcasting Ability of 14, giving you a +2 Ability modifier, combining with half of 5 from your level, then you have a list of 4 prepared spells after rounding down. Your list of prepared spells can include four spells of 1st or 2nd level, in any combination. Your Spell Style offers two more spells at 3rd level and two more at 5th level that are always prepared. Bringing your total prepared spells to eight. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Mesmers can adapt their magical strategies this way by having at least one hour of non-strenuous meditation during the beginning of the long rest. Interruption causes you to retain your previous spell list. Style Spells cannot be changed as they are a style's focus, nor can Cantrips unless a class feature says otherwise.

Ritual Casting

You do not know how to ritual cast mesmer spells unless you learned to ritual cast any spells from another feature first.

Spellcasting Focus

You use an arcane focus as a spellcasting focus or expend one Mantra Phrase to suffuse with magic an object acting as a focus for another class. The magic channels until you take a long

rest. If you eventually use up to seven Mantra Phrases on the same object it permanently retains its ability as a spellcasting focus for your mesmer spells.

Spellcasting Ability

Your spellcasting ability is determined by your Spell Style, and is used for your mesmer spells. The power of your mesmer spells comes from your method of controlling a chaotic energy.

Spellcasting abilities by Spell Style are as follows:

- Domination Style uses Intelligence
- Inspiration Style uses Charisma
- Illusion Style uses Wisdom

When a spell or mesmer feature refers to spellcasting ability it will be from one of those three depending on your Spell Style. In addition, you use its modifier when setting the saving throw DC for a mesmer feature or a mesmer spell you cast, and when making an attack roll with a spell.

Spell save DC = 8 + your proficiency bonus + your Spellcasting Ability Modifier

Spell attack modifier = your proficiency bonus + your Spellcasting Ability Modifier

Spell Style

Choose one Spell Style. Each style is detailed at the end of the mesmer class description. Spell Styles grant unique features, and spells when you choose one at 1st level.

You cannot multiclass into a different Spell Style, as a mesmer focuses on mastering only one.

Style Spells

Each Spell Style has a list of spells—its Style Spells—that you gain at the mesmer levels noted in the Spell Style description. Once you gain a Style Spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If a Spell Style gives you a spell you already know, then you can make another choice that matches in spell level on the Mesmer Spell List.

When you have a Style Spell that doesn't appear on the mesmer spell list, then the spell is nonetheless a mesmer spell for you.

Mesmer's Flourish

Mesmers revel in displaying their talents when casting spells, and clashing blades. They blend themselves on a spectrum of elegant to erratic.

As an option, you can pick from or roll on the Mesmer's Flourish table to create a way your magic expresses itself when you finish a spell. The effects end after your turn, however features similar to Subtle Spell Metamagic (PHB, page 102) suppress all Mesmer Flourishes.

Mesmer's Flourish

d8	Types of Flourishes
1	You are unable to resist grinning while both eyes glow a color of your choice
2	Shards of mystical glass shatters around you and your spell's targets
3	Your spellcasting focus appears as a scintillating ornate mirror
4	Sounds of laughter from unknown voices echo around
5	A blurred overlapping image of yourself follows your movements at a delay
6	Feint images of monochromatic butterflies flutter from you
7	You appear as a flat shade of a chosen color unaffected by light and shadow
8	Your choice or a custom harmless flourish.

Fighting Style

At the 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Dueling

When wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Spell Slinging

You learn one cantrip from a spell list you have from your class, or the wizard spell list. Your spellcasting ability for the spell is your choice of charisma, wisdom, or intelligence. You can use a spellcasting focus you already have or an arcane focus for the cantrip.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

Reaction Surge

Dipping into a pool of chaotic energy you can enhance your reflexes briefly.

Starting at 2nd level, by using this feature on a round you raise your maximum reactions up to two instead of one until your next turn. Reactions taken can use the same trigger. Once you use this feature, you must finish a long rest before you can use it again.

At 10th level, you can use this feature after finishing a short or long rest.

Beginning at 15th level, you can use a reaction to teleport up to 20 feet to an unoccupied space that you can see when you use your Reaction Surge on a round.

Mantra

Starting at 3rd level, you are able to store chaotic energy by chanting, meditation, or repeating a phrase at the start of a long rest. The magic can be tapped into, and released as a swift effect during the heat of a moment. This is represented as Mantra Phrases.

Mantra Phrases

You have two Phrases at the 3rd level, and gain more as you reach higher levels, as shown in the Mantra Phrases column of The Mesmer table. You can never have more Phrases than shown on the table for your level. You regain all Phrases on finishing a long rest.

Using a Mantra effect requires expending one Mantra Phrase, and you start with one effect to choose from:

- **...of Potence:** On your turn, this applies the Quickened Spell Metamagic. When you cast a spell that has a casting time of 1 action, you can change the casting to 1 bonus action. This can not be used on the same action as another Metamagic feature unless noted otherwise.

Your Spell Style will provide other choices of Mantras in addition to *...of Potence*.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two scores by 1. As normal you cannot increase their base beyond 20 using this feature.

Mesmer's Craft

Diligence in your style has honed your skills.

Starting at the 5th level, pick one of any skill to gain proficiency.

Beginning at 10th level, pick two skills to gain proficiency from either Wisdom Skills, Charisma Skills, or Intelligence Skills.

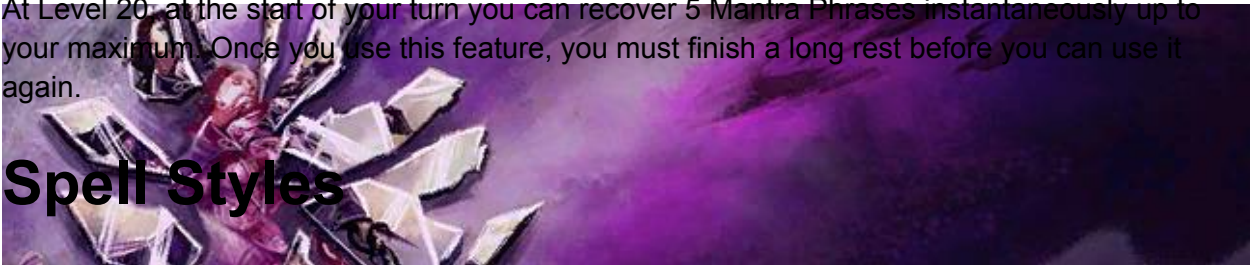
At 15th level, choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency, thus granting you expertise in it.

Mind Gash

Beginning at 7th level, when you make a weapon attack on a creature who is under a harmful condition, then the attack rolls with advantage. Attacks made this way can have all its damage converted to psychic damage by your choice. This includes extra damage from features or spells.

Mantra of Recovery

At Level 20, at the start of your turn you can recover 5 Mantra Phrases instantaneously up to your maximum. Once you use this feature, you must finish a long rest before you can use it again.



Spell Styles

Domination Style

Starting at the 1st level, your spell casting ability is Intelligence for this class and its features. You bend the chaotic energy more with your mind than any other force.

Domination Style Spells

Mesmer Level	Spells
3rd	wastrel's collapse, ray of sickness
5th	suggestion, silence
9th	counterspell, bestow curse
13th	signet of disruption, compulsion
17th	dominate person, modify memory

Bonus Cantrip

When you choose this Spell Style at 1st level, you gain the *imagined burden* cantrip if you don't already know it.

Dominant Personality

Also at 1st level, you gain advantage on one ability check if you are the first to interact with another creature in dialogue.

Furthermore, your intimidation and persuasion skills can use your intelligence instead of charisma.

Disruptive Mantra

Starting at 3rd level, you gain another effect for Mantra to choose from.

- **...of Distraction:** As a reaction to a visible creature within 30 feet using an action, you release a spout of chaotic energy to daze them. Before the triggering action, they must make a constitution saving throw against your Spell save DC. On failure they take 1d8 + your intelligence modifier as psychic damage and become incapacitated until the end of your next turn.

Overload

Beginning at 6th level, on each of your reactions that inflicts damage, then you can add 1d8 + your intelligence modifier as psychic damage to the damage roll.

When you reach 14th level, the extra damage increases by 1d8.

Wastrel's Demise

At the 11th level, you can freely torment the enfeebled. Dealing only psychic damage to a creature under a harmful condition caused by spells or features will not cause the effect to end early nor affect saving throws for taking damage. This includes maintaining concentration.

Beginning at 18th level, psychic damage you do to a creature under a harmful condition uses the highest number. For example, instead of doing 2d8 psychic damage to a creature, you do 16.

Unwavering Mantra

Starting at 14th level you gain another effect for Mantra to choose from.



Inspiration Style

Starting at the 1st level, your spell casting attribute is Charisma for this class and its features. The force of your will and personality drives the chaotic energy the most.

Inspiration Style Spells

Mesmer Level	Spells
3rd	confounding distortion, protection from evil and good
5th	aid, lesser restoration
9th	haste, dispel magic
13th	private sanctum, confusion
17th	circle of power, illusion of life

Bonus Cantrip

When you choose this Spell Style at 1st level, you gain the vicious mockery cantrip if you don't already know it.

Inspirational

Also at 1st level, whenever you use the help action on a creature performing an ability check, you can add your proficiency bonus on their ability check provided that it makes the check before the start of your next turn.

Inspiring Mantra

Starting at 3rd level, when you use *...of Potence* then additionally you can choose to share Quickened Spell Metamagic with one creature that you can see within 60 feet. The shared Metamagic fades at the end of the creature's turn, and it doesn't inherit any of your class features.

Ether Feast

Beginning at 6th level, each time you expend one of your hit dice you also regain one Mantra Phrase up to the total for this class's level on The Mesmer table.

Starting at 14th level, you now regain two Mantra Phrases instead of one with this feature.

Power Drain

At the 11th level, when you cast an abjuration spell that requires you to make an ability check as a part of casting that spell (as in *counter spell* and *dispel magic*), you add the level of the spell slot used to that ability check.

Beginning at the 18th level, you add your proficiency bonus instead of the spell slot level to the ability check.

Unhindered Mantra

Starting at 14th level, you gain another effect for Mantra to choose from.

- **...of Liberation:** As a reaction to a visible creature's movement being impaired or reduced within 60 feet, they can willingly teleport up to 30 feet to an unoccupied space visible to them.

Illusion Style

Starting at 1st level, your spell casting attribute is Wisdom for this class and its features.

You see cracks in the chaotic energy clearly, and exploit them to ease your control.

Illusion Style Spells

Mesmer Level	Spells
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3rd	feathfall, shatter illusion
5th	mirror image, enlarge/reduce
9th	meld into stone, slow
13th	greater invisibility, polymorph
17th	animate objects, seeming

Bonus Cantrip

When you choose this Spell Style at 1st level, you gain the *illusionary leap* cantrip if you don't already know it.

Wandering Eye

Also at 1st level, you gain advantage on ability checks using your sleight of hand or deception skills while one of your illusion spells affects the situation.

Illusion of Refuge Mantra

Starting at 3rd level, you gain another effect for Mantra to choose from.

- **...of Solace:** As a reaction to you creating one visual illusion spell, any attacks made from or through the illusion spell's area of effect are imposed with disadvantage while the spell remains active. Attackers who do not see the illusion, or have truesight, do not roll attacks at disadvantage.

Blurred Frenzy, Extra Attack

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action against a creature who is under a condition. This feature will not stack with other Extra Attack features, but you can choose which feature to use for the Attack action.

Additionally, you can choose to convert all of the attacks' damage to force damage.

Starting at 14th level, you can cast a cantrip as a bonus action after using this feature.

The Shatterer

At the 11th level, when you use the spell *shatter illusion*, then force damage you do to a creature uses the highest number. For example, instead of doing 2d8 force damage to a creature, you do 16.

You apply conditions until the end of your next turn to those that fail the spell's saving throw based on the type of illusion dispelled. See the following:

- Illusions that were only visual cause *blindness*.
- Illusions that were only sound cause *deafness*.
- Illusions acting as both can inflict both conditions.
- Illusions acting as neither apply nothing.

Beginning at 18th level, you can cast *shatter illusion* as a 1st-level spell without expending a spell slot, and all saves against the spell at any level are made with disadvantage.

Manifestation Mantra

Starting at 14th level, you gain another effect for Mantra to choose from.

- **...of Persistence:** As a bonus action, you manifest shadow magic into one visual illusion spell you have active, causing it to be solid until your next turn or 6 seconds. The illusion otherwise cannot deal damage, even if animated, as this effect freezes the illusion for the duration. An illusion can be stood on or provide cover, because it blocks both physical and ethereal movement. The same illusion cannot take damage, but can be dispelled. Should the illusion fill a creature's space when solidified, then the creature is pushed to one side of it (your choice which) unless the shape acts as a cage around a creature's perimeter if the illusion spell has enough area of effect to do so.

Multiclassing

See page 163 of the PHB for more information on multiclassing.

Prerequisites

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one. Mesmer requirements are shown below.

Multiclassing Prerequisites

Class	Ability Score Minimum
Mesmer	Charism 13 or Intelligence 13 or Wisdom 13

Multiclassing Prerequisites

Class	Proficiencies Gained
Mesmer	light armor, simple weapons, Arcana skill or rapier weapon

Spellcasting

When determining spell slots, you use half your levels in Mesmer rounded down along with the other calculations on page 164 of the PHB.

Mesmer Spells

Cantrips (0 level)

- Blade Ward (PHB, page 218)
- Friends (PHB, page 244)
- Illusionary Leap
- Imagined Burden
- Light (PHB, page 255)
- Mage Hand (PHB, page 256)
- Minor Illusion (PHB, page 260)
- Prestidigitation (PHB, page 267)
- Vicious Mockery (PHB, page 285)

1st Level

- Charm Person (PHB, page 221)
- Command (PHB, page 223)
- Confounding Distortion
- Detect Magic (PHB, page 231)
- Disguise Self (PHB, page 233)
- Dissonant Whispers (PHB, page 234)
- False Life (PHB, page 239)
- Magic Missile (PHB, page 257)
- Sanctuary (PHB, page 272)
- Shatter Illusion
- Shield (PHB, page 275)
- Silent Image (PHB, page 276)
- Tash's Hideous Laughter (PHB, page 280)

- Wastrel's Collapse
- Wrathful Smite (PHB, page 289)

2nd Level

- Accumulated Pain
- Blindness/Deafness (PHB, page 219)
- Invisibility (PHB, page 254)
- Lesser Restoration (PHB, page 255)
- Mirror Image (PHB, page 260)
- Phantasmal Force (PHB, page 264)
- See Invisibility (PHB, page 274)
- Suggestion (PHB, page 279)
- Visions of Regret
- Wastrel's Worry

3rd Level

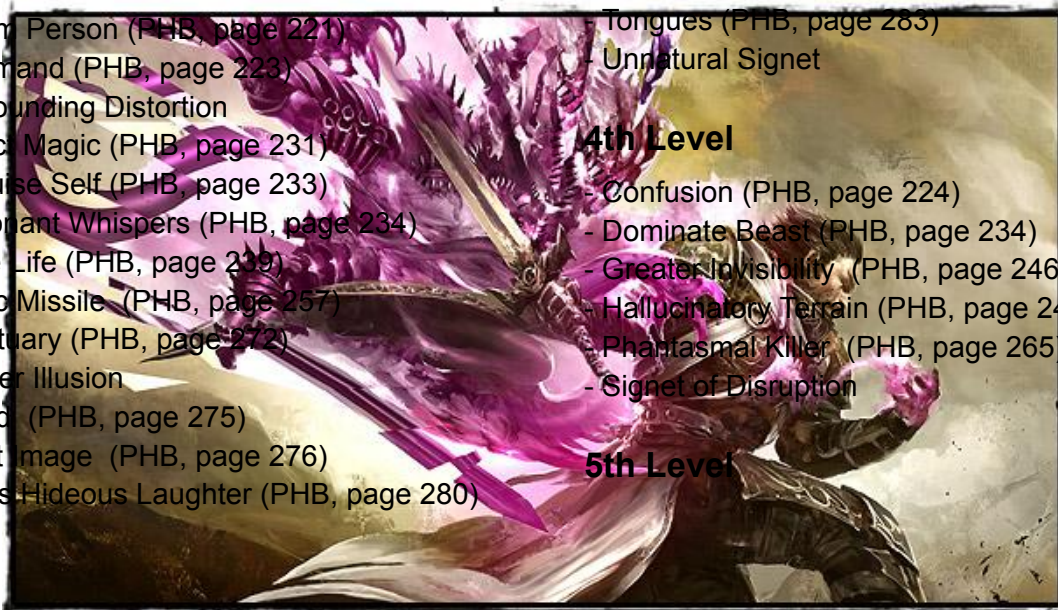
- Blink (PHB, page 219)
- Counterspell (PHB, page 228)
- Dispel Magic (PHB, page 234)
- Fear (PHB, page 239)
- Hypnotic pattern (PHB, page 252)
- Leomund's Tiny Hut (PHB, page 255)
- Major Image (PHB, page 258)
- Slow (PHB, page 277)

- Tongues (PHB, page 283)
- Unnatural Signet

4th Level

- Confusion (PHB, page 224)
- Dominate Beast (PHB, page 234)
- Greater Invisibility (PHB, page 246)
- Hallucinatory Terrain (PHB, page 249)
- Phantasmal Killer (PHB, page 265)
- Signet of Disruption

5th Level



- Dominate Person (PHB, page 235)
- Geas (PHB, page 244)
- Greater Restoration (PHB, page 246)
- Hold Monster (PHB, page 251)
- Illusion of Life
- Mislead (PHB, page 260)
- Seeming (PHB, page 274)

Expanded Spell List (Xanathar's)

Cantrips (0 level)

- Message (Basic Rules, page 259)

1st Level

- Chaos Bolt (XGtE, page 151)

2nd Level

- Mind Spike (XGtE, page 162)

3rd Level

- Enemies Abound (XGtE, page 155)

4th Level

- Charm Monster (XGtE, page 151)

5th Level

- Synaptic Static (XGtE, page 167)

Expanded Spell List (Tasha's)

Cantrips (0 level)

- Mind Sliver (TCoE, page 218)

1st Level

- Tasha's Hideous Laughter (PHB, page 280)

2nd Level

- Tasha's Mind Whip (TCoE, page 219)

3rd Level

- Intellect Fortress (TCoE, page 219)

4th Level

- Dimension Door (Basic Rules, page 233)

5th Level

- Wall of Force (Basic Rules, page 285)

Spell Descriptions (custom spells)

Illusionary Leap

Illusion Cantrip

Casting Time: 1 Action

Range: 30 ft

Components: S, M (an eyelash)

Duration: Instantaneous

Veiled in a shroud of illusion magic, you teleport towards a creature you can see in range. You reappear with a dazzling flash in a space within melee range for your main weapon to attack the target creature. As part of the action used to cast this spell, you must make a melee attack against one creature otherwise the spell ends early, where it would normally end after the attack. Whenever this spell ends you teleport back to the place it was cast.

This spell cannot be cast while you are mounted, prone, grappled, or restrained.

This spell adds 1d8 psychic damage to the melee attack when you reach 5th level, 11th level (2d8), and 17th level (3d8).

Imagined Burden

Illusion Cantrip

Casting Time: 1 Action

Range: 60 ft

Components: S, M (any piece of iron)

Duration: Instantaneous

Create a false image of a heavy object over a visible creature within range. The target must make a Wisdom saving throw. On a failed save it feels real to them, causing them to take 1d4 psychic damage, and its speed is reduced by 15 feet until the start of your next turn. The target rolls their save at disadvantage if they are prone.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Confounding Distortion

1st-level illusion

Casting Time: 1 Reaction, which you take when you or a visible target are hit by an attack in range

Range: 60 ft

Components: S

Duration: 1 Round

An illusion envelopes a visible creature within range to distract any attackers. Until the start of your next turn, that target has a +3 bonus to AC, including against the triggering attack.

Any attacking creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Wastrel's Collapse

1st-level illusion

Casting Time: 1 Reaction, which you take when you see a creature in range move at least 5 ft.

Range: 60 ft

Components: S

Duration: Instantaneous

You attempt to interrupt a creature's movement by tricking their reflexes with a harmful illusion. If a creature has moved at least 5 feet, then they must make a Dexterity Saving throw. On a failed save, the creature falls prone taking 3d8 psychic damage from the dangerous image. The creature automatically succeeds their saving throw if they are immune to prone.

A creature is unaffected by this spell if it can't see, if it relies on senses other than

sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you add 1d8 for each slot level above 1st.

Shatter Illusion

1st-level illusion

Casting Time: 1 bonus action

Range: 60 ft (5 ft. Cube*)

Components: V, S

Duration: Instantaneous

Choose one creature, object, or magical effect that you can see within range. You attempt crossing weaves with the target by another illusion potentially causing a violent disruption. One non-instantaneous illusion spell of 1st level or lower on the target dispels, forcing that entire spell to end. If the target is able to choose, then they must decide which illusion spell ends. Shatter Illusion has no effect if an illusion spell was not dispelled.

Besides yourself, targets inside the same area of effect as the dispelled illusion spell must make a Dexterity saving throw.

Affected targets take 2d8 force damage on a failed save, or half as much damage on a

successful one. If the individual parts of the illusion spell were smaller than a 5-foot-cube, then each part acts as if their area of effect was a 5-foot-cube. Shatter Illusion only triggers the saving throw and damage once on an affected target.

Attempting Shatter Illusion on your own illusion spell does not require sight to perceive it within range, and your chosen illusion spell dispels completely regardless of what level you cast Shatter Illusion.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st. Additionally, the chosen illusion spell to dispel can be equal to or less than the level of the spell slot you used to cast Shatter Illusion.

Accumulated Pain

2nd-level evocation

Casting Time: 1 action

Range: 120 ft

Components: S, M (one pinch of salt, and a thorny twig)

Duration: Instantaneous

You send a screeching stream of chaotic energy at a visible target within range. Make a ranged spell attack. On a hit, the target takes psychic damage equal to 4d8.

If the target is under a condition, then any damage with this spell is doubled.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you add 1d8 for each slot level above 2nd.

Until the spell ends, you can use a bonus action on your turn to impose disadvantage on the creature's next saving throw caused by this spell. As an action, the creature can make a Wisdom check against your spell save DC to shake off the emotion and end this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage dealt increases by 1d6 for each slot.

Visions of Regret

2nd-level enchantment

Casting Time: 1 action

Range: 90 ft

Components: S, M (a teardrop)

Duration: Concentration, up to 1 minute

The mind of a creature you can see becomes enchanted by visions of regret, and blinded until the beginning of its next turn. If the target leaves the range of this spell, it ends early. The spell has no effect if the target is a construct, or if it doesn't have a visual sense of sight.

Each time after the target begins an action that would affect another creature, then the target must make a Wisdom saving throw or take 3d6 psychic damage and become blinded until the start of its next turn. The target of this spell can choose to lose the action or continue while blinded.

Wastrel's Worry

2nd-level enchantment

Casting Time: 1 bonus action

Range: 60 ft

Components: S

Duration: 1 Round

A subtle grin bestows a feeling of abandonment as an enchantment finds a single visible creature. The target creature must make an intelligence saving throw and on failure at the start of their next turn two effects will occur:

- The target creature attempts to cling to the nearest perceivable creature by moving along the shortest route to reach. The enchanted creature uses their Attack action with at least one attack for grapple, and can free one hand to do so. Their turn ends afterward.

- If there were no targets in reach to grapple, then the emotion of loneliness inflicts 4d8 psychic damage on the target creature. Their turn ends afterward.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the psychic damage increases by 1d8 for every slot level above 2nd.

Unnatural Signet

3rd-level evocation

Casting Time: 1 action

Range: 120 ft (15ft sphere)

Components: V, S, M (a grimey shard of glass)

Duration: Instantaneous

From your pointing finger to a single creature you see within range you cause an eruption of chaotic energy bursts over their head. If that creature is maintaining or affected by a concentration effect, each creature in a 15-foot-radius sphere centered on the target must make a Wisdom saving throw. Targets in the area take 6d8 psychic damage on a failed save, or half as much on a successful one.

However, should Unnatural Signet's initial target not be maintaining or be unaffected

by a concentration effect, then only that target makes the Wisdom saving throw, and only it takes damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Signet of Disruption

4th-level evocation

Casting Time: 1 reaction, which you take when you see a creature within range cast a spell

Range: 60 ft

Components: S

Duration: Instantaneous

You attempt to overload a creature's focus directly after they cast a spell. The creature must make a constitution saving throw, else they take 8d8 psychic damage on a failed save. If the creature was maintaining concentration, then it rolls its saving throw at disadvantage against this spell.

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.

Illusion of Life

5th-level illusion

Casting Time: 1 action

Range: 60 ft

Components: S

Duration: Concentration, up to 1 minute

A visible creature that has died, or fallen unconscious, within the last minute becomes invisible until this spell ends. At the same time, an illusory double visually replaces the invisible creature. The double

lasts for the duration, and uses the same statistics, but it is immune to damage and conditions.

The double is corporeal, and takes its own initiative right after your turn. It can be under your limited control, or the full control of the target's willing soul. It can only take normal actions in combat, except its attack action

makes one attack and it cannot cast spells. If the creature's soul controls the double, then it has the capabilities it knew.

No effect on disintegrated remains, and it ends if the target becomes conscious or the double leaves the spell's range.