

Spell Mods:

Bestow Curse: Short-Term Madness, no Concentration required, treated as Instant duration, Upcast to level 5 for a Long-Term Madness, again to level 9 for an Indefinite Madness

Dream: Long-Term Madness Replaces Damage And Non-Benefit From Rest

Geas: Short-Term Madness Replaces Damage

Mental Prison: Short-Term Madness Replaces Initial Damage, separate Short-Term Madness Replaces Exit Damage

Feeblemind: Short-Term Madness Replaces Damage, Indefinite Madness Replaces Save Fail Consequences

Psychic Scream: Roll 14d6; On Save Success, Targets with HP Over Result Of Roll Suffer A Short-Term Madness, And Targets With Equal Or Less Suffer Long-Term Madness; On Failure, Targets with HP Over Result Of Roll Suffer A Long-Term Madness, And Targets With Equal Or Less Suffer Indefinite Madness.

Contagion: New Option; Psyche Psickness: The creature has the insanity of a manatee! The creature has disadvantage on Sanity Checks and Sanity Saving Throws and suffers a random Long-Term Madness.

Symbol: Insanity Option Save Failure Effects Replaced With Short-Term Madness

Contact Other Plane: Long-Term Madness Replaces Save Failure Consequences

Raise Dead/Resurrection: Long-Term Madness Replaces Penalty To Attack Rolls/Saving Throws/Ability Checks

Teleport: Mishap Damage replaced; instead, on arrival to final location, targets all make Sanity Saves, DC equal to 5 times the number of Mishaps; any that fail suffer a Long-Term Madness

Fully Homebrew:

Impossible Language (Enchantment)

(Level 3, V, Action Cast, Instantaneous Duration Range 30 feet):

Target makes a Sanity (Wisdom if no Sanity Score) Save, and a target that cannot hear you succeeds on the save automatically. On failure, they make the save again; on success, they suffer a Short-Term Madness, on failure, they make the Save again; on success, they suffer a Long-Term Madness, on a failure, they suffer an Indefinite Madness

Bard, Sorcerer, Warlock

Forbidden Knowledge (Divination)

(Level 5, VS, 1 Hour Cast, Instantaneous Duration, Range Touch):

You channel impossible, unacceptable, and undeniable truths through your whispers to a creature within range. The target creature makes a Sanity (Wisdom if no Sanity Score) Save; The target suffers an Indefinite Madness on failure. If the target cannot hear you, they are unaffected by this spell.

Bard, Cleric, Paladin, Sorcerer, Warlock

Defilement (Necromancy)

(Level 3, VSM (The corpse of a creature of a CR lower than half of the caster's CR (or Level if caster lacks a CR), which the spell consumes), Instantaneous Duration, 10 Minutes Cast (Ritual), Range 10 feet):

Every creature in range, including the caster, makes a Sanity (Wisdom if no Sanity Score) Save; a creature that cannot see or hear you succeeds automatically. Any creature other than you that fails suffers a Long-Term Madness. If you fail, you suffer a Short-Term Madness. Any creatures of your choice that make the save gain THP equal to triple your Spellcasting Ability Modifier, regardless of success or failure.

Artificer, Druid, Ranger, Wizard