

INSANITY SPELLS

INCITE SELF-HARM

3rd-level enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, M (a double-edged razor)

Duration: Instantaneous

You beckon with magic toward one creature who can hear you within range, attempting to control its mind and force it to strike itself with its own weapon. That creature must make a Charisma saving throw. On a failed saving throw, the target takes 2d8 psychic damage, it can't take reactions until the end of your next turn, and it immediately makes one weapon attack with advantage against itself.

On a successful saving throw, the target immediately makes one weapon attack with disadvantage against itself, but suffers no other effects from the spell.

You choose which weapon the target uses for its attack.

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

PHANTASMAL PLUNGE

5th-level illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Choose up to 6 creatures that you can see within range. You fabricate a vivid illusion around each of them that your magic has broken the ground under them apart. They feel all the sensations of a sudden, horrible fall to one's death, though it only lasts a moment or two. Each target must make an Intelligence saving throw. On a failed saving throw, a target takes 5d10 psychic damage, it falls prone, and it can't take reactions until the end of your next turn.

On a successful saving throw, a target takes half damage and suffers no other effects from the spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can choose an additional target for each slot level above 5th.



(v1.1) FROM THE IMPERMISSICON