

MISREMEMBER

2nd level enchantment
(Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 30 feet
Components: S, M (smoke trapped in a crystal)
Duration: Instantaneous

You attempt to erase yourself from another creature's memory. One creature in range that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, you can affect the target's memory of an event that it experienced within the last 10 minutes and that lasted no more than 1 minute. You can permanently eliminate all memory of yourself in the event, the target's filling the void you left in its memory with another plausible explanation.

A *remove curse* or *greater restoration* spell cast on the target restores the creature's true memory.

FOOL'S GOLD

2nd level evocation
(Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a bit of pyrite and bat guano)
Duration: 1 round

You summon fake gold at a creature's feet. When you cast this spell choose a creature within range, it must succeed on a Wisdom saving throw. On a failure it must use its action on its turn to pick up the gold, beguiled by it. The fake gold immediately detonates, dealing 3d6 fire damage to the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d6 for each slot level above 2nd.

MASS MISREMEMBER

5th level enchantment
(Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 60 feet
Components: S, M (smoke trapped in a crystal)
Duration: Instantaneous

You attempt to erase yourself from other creatures' memory. You magically influence up to twelve creatures of your choice that you can see within range. They must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, you can affect the target's memory of an event that it experienced within the last 10 minutes and that lasted no more than 1 minute. You can permanently eliminate all memory of yourself in the event, the target's filling the void you left in its memory with another plausible explanation.

A *remove curse* or *greater restoration* spell cast on the target restores the creature's true memory.

DOMINATE

6th level enchantment
(Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to take control of a creature that you can see within range. 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 it regards you as friendly. As part of casting the spell and on subsequent turns as an action, you take total and precise control of the target. Until the start of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well, in addition, you can see through the creature's eyes and hear what it hears, gaining the benefits of any special senses that the creature has. During this time, you are deaf and blind with regard to your own senses.

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

At Higher Levels. When you use a 7th-level spell slot, the duration is concentration, up to 10 minutes. When you use a spell slot of 8th level, the duration is concentration, up to 1 hour. When you use a spell slot of 9th level, the duration is concentration, up to 8 hours.

BREAK MIND

9th level evocation
(Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 year

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you. The charmed creature regards you as its god (or other status of your choice) and will do anything in its power to please you, regardless of the potential harm it could cause to itself.

Monkey Note: Using this spell is doubtlessly one of the worst acts one can commit.