

# MINOR COMBAT ILLUSIONS

## DISGUISED BLAST

1st-level illusion (Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a glass eye)

**Duration:** Instantaneous

You send a missile of magical force, camouflaged and disguised by illusion, hurtling at one creature that you can see within range. The target must make an Intelligence saving throw. On a failed saving throw, the target takes 3d8 force damage, or half as much on a successful save.

A target automatically saves against this spell if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

**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.

## ILLUSORY REVERSAL

2nd-level illusion (Bard, Wizard)

**Casting Time:** 1 reaction, which you take when you or an ally in range is hit by an attack

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

You weave a clever illusion at the right time, confusing the attacker as they strike. The attacker must make an Intelligence saving throw. It automatically succeeds if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

On a failed saving throw, the attack does not hit the original target. You may also choose one creature within 5 feet of the original target other than the attacker, forcing the attacker to reroll the attack against that creature. If it is a melee attack, the new target must be within the reach of the attacker. On a successful saving throw, the attack still hits the original target, but the damage it deals is reduced by an amount equal to your spellcasting modifier.



## MORTIFY

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

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 round

You attempt to mentally hinder one creature that you can see within range by using magic that enhances its sense of shame. That creature must make a Charisma saving throw. On a failed saving throw, the target takes 6d6 psychic damage and cannot take reactions until the end of your next turn. While a creature cannot take reactions in this way, it grants other creatures advantage on any attack rolls made against it.

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

A creature who cannot be charmed is immune to this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.

## MYSTIFY

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

As *mortify*, but the Charisma saving throw is replaced by an Intelligence saving throw, and creatures who cannot be charmed are not immune. Instead, a creature is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

### ART CREDITS:

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