

# NEW SPELLS FOR DISGUIISING AND FOOLING

## DELUDE

1st-level enchantment (Bard, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a pinch of glitter)

**Duration:** Concentration, up to 1 minute

You attempt to enchant the senses of one creature you can see within range. The target must make a Wisdom saving throw. On a failed saving throw, the target's senses are magically altered until the spell ends. One creature or object of your choice that the target can see when the spell is cast appears to be different to all its senses, and the target does not notice the transformation, only that things have changed.

If you choose a creature, then that creature – including its clothing, armor, weapons, and other belongings on its person – can be made to appear different to the target's senses. You can have it seem 1 foot shorter or taller and have it appear thin, fat, or in between. You can't change its body type, so you must choose a form that has the same basic arrangement of limbs. This does not alter what the chosen creature appears to do or say, but does change how it looks and sounds.

If you choose an object, you may have it appear as any creature or object of the same size category, but it will not appear to move or act as a living creature unless the object itself already does so.

The target makes an Intelligence saving throw at the end of each of its turns. On a successful saving throw, it realizes that its senses have been deceived, and the effect ends for it.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them, and they all perceive the same alterations to the same subject.

## DISGUISE OTHER

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

As *disguise self*, but the range is Touch and one other creature that you touch is disguised instead of you. If the target is unwilling, you make a melee spell attack against it. On a hit, the target must make a Charisma saving throw, becoming disguised only on a failed saving throw.

## HOODWINK

4th-level illusion (Artificer, Bard, Wizard)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You wrap a creature, object, or point you can see within range in an outward-facing illusion. You decide the radius of the sphere of visibility around the target. You may choose any distance between 1 foot and 15 feet. Creatures within the area perceive things as they actually are and do not see or hear the illusion, but creatures outside the area of visibility see and hear the illusion while they remain outside.

The illusion can create sound and can be as large as the area of visibility you chose for the spell. You decide what the illusion looks and sounds like, and it stays centered on the target even if the target moves, along with the sphere of visibility. This spell can't create a sound loud enough to deal thunder damage or deafen a creature.

The illusion that you create fools the senses of sight and hearing, but it does not fool touch, smell, or any other senses. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and the sound it makes becomes faint to them.

As long as you are within range of the illusion, you can use your action to cause the image to alter its appearance and sound to continue your charade. The illusion lasts until the spell ends, at which point it vanishes.

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