Enchantment Spell List (EverQuest Enchanter-Themed for Decennium Descent)

Theme: Mental domination, charm, mesmerization, confusion, pacification, and fear. This school is designed for battlefield control, enemy shutdown, and manipulation of behavior.

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🎓 Cantrips (Level 0) – 8 Spells Known

1. Daze – Target loses reaction for 1 round (INT save).

2. Calm Whispers – Target makes WIS save or has disadvantage on next attack.

3. Mental Flicker – Disorient minor creature; 1d4 psychic.

4. False Comfort – Target believes they are healing; no effect, distraction only.

5. Glimmering Eyes – Caster gains +2 to Persuasion or Deception for 1 minute.

6. Disrupt Memory – Target forgets last 6 seconds; ends concentration.

7. Enthralling Tune – Play a tone that draws attention; 1 target loses focus.

8. Mental Tap – 1d4 psychic; caster gains +1 to next save if damage dealt.

📕 Level 1 Spells – 8 Known

1. Charm Person – Target regards caster as friendly (WIS save ends early).

2. Mesmerize – Target creature is stunned and unaware for 1 round (CHA save).

3. Pacify – Enemy cannot attack or cast damaging spells for 1 round.

4. Sleep – Up to 24 HP worth of creatures fall unconscious (no save).

5. Confusing Flash – Target makes WIS save or randomly attacks or flees.

6. Weaken Will – -2 to next WIS save; 1 minute duration.

7. Distract – Interrupt enemy action (no opportunity attacks this round).

8. Voice of Peace – Negotiate ceasefire; 1 enemy will not attack unless provoked.

📕 Level 2 Spells – 4 Known

1. Deep Mesmerize – Target stunned 2 rounds or until damaged.

2. Dire Charm – Target becomes loyal servant for 1 minute (WIS save at end of each turn).

3. Group Pacify – All enemies in 15-ft cone cannot initiate combat unless provoked.

4. Illusive Commands – Force simple action: drop item, walk away, kneel.

📕 Level 3 Spells – 4 Known

1. Mass Mesmerize – Up to 4 creatures stunned for 1 round.

2. Dominate Beast – Control a beast’s actions (INT save resists).

3. Terrifying Gaze – Frighten one target for 3 rounds; WIS save ends early.

4. Mental Chains – Target cannot move more than 10 ft from original spot.

📕 Level 4 Spells – 4 Known

1. Dominate Person – Full control over humanoid target (WIS save each turn).

2. Mass Pacify – All enemies in 30-ft radius cannot attack unless attacked.

3. Confusion – Target makes random actions for 1 minute (WIS save each round).

4. Erase Emotion – Removes anger, fear, or pain; target cannot use rage/fear abilities.

📕 Level 5 Spells – 4 Known

1. Dominate Monster – Control any creature of CR 10 or less (WIS save each turn).

2. Mass Sleep – 60 HP worth of creatures fall asleep for 1 minute.

3. Group Illusion – Create illusionary party of allies; target enemy misdirected.

4. Mental Bomb – All enemies in 20-ft radius take 4d6 psychic and lose next reaction.

📕 Level 6 Spells – 4 Known

1. Mass Charm – Charm up to 6 creatures for 1 minute (WIS save ends early).

2. Haze of Forgetting – All targets in 30 ft forget last 1 minute (INT save resists).

3. Puppet Strings – Control a target’s movement for 2 rounds (STR save resists).

4. Willbreaker – Target cannot cast spells or use magic items (WIS save ends).

📕 Level 7 Spells – 4 Known

1. Mass Confusion – Each enemy in 30-ft radius behaves randomly.

2. Dominate Greater Beast – Control magical beasts (CR 12 or lower).

3. Mindfog Field – Area causes -2 to INT/WIS/CHA checks and saves.

4. Lasting Control – Extend duration of all current enchantment spells by 10 minutes.

📕 Level 8 Spells – 4 Known

1. Mass Dominate – Control up to 3 creatures (CR 10 or less, WIS save each turn).

2. Paralyzing Presence – Enemies who see you must WIS save or become paralyzed 1 round.

3. Erase Mind – Remove all short-term memory of event; identity shaken (WIS save resists).

4. Mental Collapse – Target loses all ability to communicate or cast spells for 1 minute.

📕 Level 9 Spells – 8 Known

1. Absolute Domination – Control any creature (WIS save at end of each turn); lasts 1 minute.

2. Mass Willbreaker – All enemies in range cannot use abilities or spells (WIS save ends).

3. Frightful Sovereignty – All enemies take 6d6 psychic, WIS save or flee for 3 rounds.

4. Puppetmaster’s Realm – You control battlefield: redirect attacks, block movements for 1 minute.

5. Command Reality – One creature must obey a one-sentence command (WIS save resists).

6. Rewrite Loyalty – Make target believe they’ve always served your cause (CHA save resists).

7. Perfect Mesmerize – One creature stunned, silent, defenseless for full duration unless damaged.

8. Erase Soul – Target forgets who they are; cannot act for 3 rounds (no action, WIS negates early).