Illusion Spell List (DnD & EverQuest Enchanter-Themed for Decennium Descent)

Theme: Deception, misdirection, invisibility, figments, and control through psychological manipulation and illusionary effects. Designed for battlefield disruption, escape, and manipulation.

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🎓 Cantrips (Level 0) – 8 Spells Known

1. Ghost Sound – Create minor sound up to 30 ft away.

2. Minor Image – Visual illusion fits in 5-ft cube; lasts 1 round.

3. Flickerstep – Brief displacement: +1 AC vs one attack.

4. Silent Echo – Mimics last word or phrase said within 10 ft.

5. Mirage Spark – 1d4 psychic if target fails INT save; believes they are burned.

6. Illusive Flash – Disorienting burst; next enemy attack roll is at Disadvantage.

7. Shadow Puppet – Move small object or shadow in 10 ft radius.

8. Blurred Visage – Caster gains half cover vs ranged for 1 round.

📕 Level 1 Spells – 8 Known

1. Mirror Image – Summon 3 illusory duplicates; attacker must roll to hit real caster.

2. Silent Image – Create static visual illusion (15 ft cube).

3. Color Spray – Cone: Blind lowest HP creatures for 1 round (no save).

4. Illusory Blade – Melee spell attack; 2d6 psychic, target thinks they’re stabbed.

5. Veil of Mist – Light fog illusion, 20 ft radius; grants concealment.

6. Phantom Grasp – Spectral hand grabs target: 1d6 psychic, DEX save or restrained 1 round.

7. Mask Voice – Mimic another voice within 60 ft; WIS save to detect.

8. False Footsteps – Cause audible steps in direction of choice; lasts 3 rounds.

📕 Level 2 Spells – 4 Known

1. Blur – Disadvantage on attacks against you for duration.

2. Phantom Decoy – Exploding image of caster; 2d6 psychic in 10-ft burst on detonation.

3. Invisibility – Target becomes invisible for 1 minute or until action taken.

4. Illusory Flames – Target believes they are on fire: 3d6 psychic, panicked if fail WIS.

📕 Level 3 Spells – 4 Known

1. Major Image – Visual + auditory illusion (20 ft cube), includes motion.

2. Phantasmal Force – Target perceives dangerous illusion; 1d6 psychic/round.

3. Hypnotic Pattern – 30-ft cube: creatures become charmed/incapacitated (WIS save).

4. Cloak of Shades – Grants invisibility in dim light or darkness.

📕 Level 4 Spells – 4 Known

1. Greater Invisibility – Target stays invisible even while attacking.

2. Hallucinatory Terrain – Area appears as something else (up to 150 ft).

3. Mind Maze – Target loses 1 round in confusion unless WIS save passed.

4. Illusory Clone – Clone mimics caster’s movements, swaps place once per round.

📕 Level 5 Spells – 4 Known

1. Mass Mirage – Up to 6 targets appear as others; includes voice and silhouette.

2. Veil of Terror – Enemy sees worst fear; WIS save or frightened + 4d6 psychic.

3. Echofield – Area repeats sounds randomly; stealth impossible, confuses enemies.

4. Phantom Swarm – Illusory insects deal 5d6 psychic, targets must move away.

📕 Level 6 Spells – 4 Known

1. Greater Phantasmal Killer – Target takes 4d6 psychic/round, WIS save ends.

2. Spectral Army – Summon 5 ghostly soldiers: all fake, 6d6 AoE psychic when attacked.

3. Invisible Tide – Creatures in 30 ft must DEX save or be knocked prone (illusory wave).

4. Reality Fracture – Field of unreality; all creatures see different illusions.

📕 Level 7 Spells – 4 Known

1. Mirage Legion – Creates 6 illusory duplicates that cast harmless spells.

2. Inescapable Labyrinth – Target sees ever-shifting terrain, WIS save or speed 0.

3. Perfect Veil – Caster and up to 3 allies become completely unnoticeable unless interacted with.

4. Mindtrap Echo – WIS save or target repeats last spell or action, confused.

📕 Level 8 Spells – 4 Known

1. Mass Hallucination – 30-ft radius: All enemies see entire battlefield differently.

2. Phantom Execution – Target believes they are dying; drops to 0 HP illusionarily.

3. Reality Rewrite – Convince one creature reality has changed; WIS save or stunned.

4. Illusory Wall of Doom – Huge wall appears to collapse: creatures take 8d6 psychic and fall prone.

📕 Level 9 Spells – 8 Known

1. Supreme Illusion – Imitate any spell of 6th level or lower; must convince target.

2. Mass Phantom Killer – Up to 5 enemies take 6d6 psychic/round; WIS save ends.

3. Mind Collapse – Target stunned for 3 rounds, INT save ends early.

4. Astral Shell – Protective illusion that grants full resistance to damage types for 1 minute.

5. Mirrored World – Entire battlefield appears mirrored; enemies must roll twice to hit.

6. Ethereal Disjunction – Enemies partially phased, 50% chance to miss attacks and spells.

7. Unravel Identity – Target loses all class abilities for 1 round, believes they are someone else.

8. Phantom Cataclysm – Enemies believe world ends: 12d10 psychic, stunned 1 round.