

MADNESS SPELLS

Some spell test the limits of the caster that wield it, driving them to insanity. Spells that have a **Madness** tag means when a creature cast the spell it can chose to gain the benefits under the tag, if it does, when all the effects of the spell end, the creature must roll on the Madness Table and suffer the effect rolled.

A Creature can cure it's self of **one** madness effects over a long rest. it can attempt to cure each other maddness effect with a Wisdom or Charisma (It's choice) the dc is equal to the spell dc of the spell that cased the madness

A Calm Emotions spell can suppress the Effects of madness, Remove Curse, Greater Restoration or dispel evil will remove a madness effect.

MADNESS TABLE

1d12	Effect
1	The character falls into depression at it's own failure, Whenever the character rolls a 1 on a d20 for a attack or saving throw, it has disadvantage on attack rolls for the next minute.
2	The character experiences extreme paranoia and loses all proficiency in tools and skills.
3	The character suffers extreme paranoia. The character has disadvantage on Ability Checks, and Saving Throws that involve Wisdom and intelligence
4	Whenever a creature is forced to make a saving throw and it gets 1 on the d20 or another creature critical hits it. creature madded creature is frightened of the creature that forced it to make a the saving throw or that critical it for the next minute.
5	The character suffers weak will and body. The character has disadvantage on Ability Checks, and Saving Throws that involve constitution and charisma.
6	The character becomes attached to a creature of it's choice that it knows , and has disadvantage on Attack rolls, Ability Checks, and Saving Throws while more than 30 feet from
7	The character is Deafened and it hears strange sounds going thought it's head.
8	The character experiences uncontrollable tremors or tics, which impose disadvantage on, Ability Checks, and Saving Throws that involve Strength or Dexterity.
9	The character suffers from partial amnesia. The character knows who he or she is and retains racial Traits and Class Features, but don't recognize other people or remember anything that happened before the madness took Effect.
10	Whenever the character rolls a 1 on a d20, he or she is affected as though they failed a saving throw against the Confusion spell. The Confusion Effect lasts for 1 minute.
11	The character loses the ability to speak languages, though they can still jibber and make sounds and cast spell with verbal compents.
12	The character become over involved about it's own abilities, Whenever the character rolls a d20 for a attack or saving throw, it has disadvantage on attack rolls for the next minute.

CREEPING SMITE

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Classes: Paladin

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon is swathed in purple light, your attack deals an extra 2d4 psychic damage. if the attacked creature has no allies within 5 feet of it, you deal a extra 3d4 psychic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial and the extra damage from a creature that has no allies increases by 1d4 for each slot level above 2nd.

Madness - The duration of the spell becomes 10 minutes, you become invisible and don't gain disadvantage from Armor you are wearing on Dexterity (Stealth) checks until the spell ends or until a you make a damage roll, or force someone to make a saving throw. The spells continues even when invisibility ends.