Purple magic

Purple magic holds sway over the domains of illusions and enchantments that take hold over people’s minds, and anything that is not quite as it seems. Practitioners of this form of magic are puppet masters, shaping the apparent reality of those around them to their advantage.

Purple Magic Bonus Spells

Spell Level Spells

1st charm person, silent image

2nd enthrall, invisibility

3rd hypnotic pattern, major image

4th confusion, private sanctum

5th modify memory, seeming

HEX: HALLUCINATION

Starting at 3rd level, you can infect the minds of other creatures. As an action, choose one creature you can see within 60 feet to make a Wisdom saving throw. A creature that is immune to being charmed automatically succeeds on this saving throw. On a failed save, the target’s perspective of the world distorts into a horrific and alien place. The creature has a −1 penalty on all attack rolls and ability checks it makes. Whenever the creature begins its turn, the penalty on all attack rolls and ability checks increases by 1, up to a maximum penalty of −5. This effect lasts until the end of your next turn.

FALSE AUTHORITY

By 6th level, as an action, you can wrap yourself in an illusory air of expectation. Any creature which sees you perceives you as a figure of authority. A blacksmith might see you as a guild master, whereas a soldier might see you as a captain. The changes perceived by a viewer fail to hold up to physical inspection. This illusion lasts for 1 hour or until you end it on your turn (no action required). To discern that you are disguised, a creature can use its action to inspect your

appearance and must succeed on an Intelligence (Investigation) check against your spell save DC. Once you use this ability, you can’t use it again until you finish a short or long rest.

DECEITFUL TRANSPOSITION

Starting at 10th level, you can use your bonus action to create an illusory disguise over two creatures within 60 feet of you, making it seem as if they have teleported and switched places. The disguise makes it seem that the creatures are in one another’s spaces, moving all sounds, smells, and other effects caused by each creature to their correct points of origin. Creatures under the effect of the disguise do not perceive any part of the illusion. A creature can use its action to examine a magically disguised creature and make an Intelligence (Investigation) check against your spell save DC. On a success, the creature can see both illusory creatures for what they are. This illusion lasts for 1 minute, and ends early when one of the illusory creatures takes damage, or if one of the creatures performs any physical interaction which reveals itself to be an illusion. Once you use this ability, you can’t use it again until you finish a short or long rest.

WAKING NIGHTMARE

By 14th level, you can warp everything a creature sees into a hellscape, full of terrible creatures that wish them harm. When a creature fails its saving throw against your Hallucination hex, you can further distort its mind, causing it to lose the ability to distinguish friend from foe, regarding all creatures it sees as enemies until the hex ends. Whenever the hexed creature chooses a target for an attack, spell, or other ability, it must choose the target at random from among the creatures it can see within range.

The hexed creature must always use its reaction to make an opportunity attack, if a creature provokes one.

This effect ends after 1 minute. Once you use this ability, you can’t use it again until you finish a long rest.

Revision #2
Created 13 December 2021 22:49:28 by Andrej
Updated 5 November 2025 04:57:44 by Andrej