

ANCESTRAL COMMUNION

1st-level divination (Cleric, Druid, Ranger, Sorcerer)

CASTING TIME

1 action

RANGE

Self

COMPONENTS

V, S

DURATION

*Concentration, up
to 1 minute*

You invoke the wisdom of your ancestors to gain insight into your trials. When you cast the spell, and at the start of each of your turns for the duration, you gain inspiration if you don't already have it.

BLOOD BOLT

Necromancy cantrip (Sorcerer, Warlock, Wizard)

CASTING	RANGE	COMPONENTS
TIME	90 feet	V, S
<i>1 action</i>	DURATION	
	<i>Instantaneous</i>	

You hurl a twisting bolt of blood at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d6 necrotic damage, and you gain temporary hit points equal to your proficiency bonus.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).



BLOOD SACRIFICE

2nd-level necromancy (Sorcerer, Warlock, Wizard)

CASTING TIME <i>1 bonus action</i>	RANGE <i>Self</i>	COMPONENTS <i>V, S, M (a drop of your own blood)</i>
	DURATION <i>1 minute</i>	

You sacrifice a portion of your life force to enhance your magical power. When you cast this spell, you take 1d6 necrotic damage, which can't be ignored or reduced in any way. For the duration, your spells deal an extra 1d6 damage of the same type as the spell's normal damage to one target of the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage you take and the extra damage your spells deal both increase by 1d6 for each slot level above 2nd.

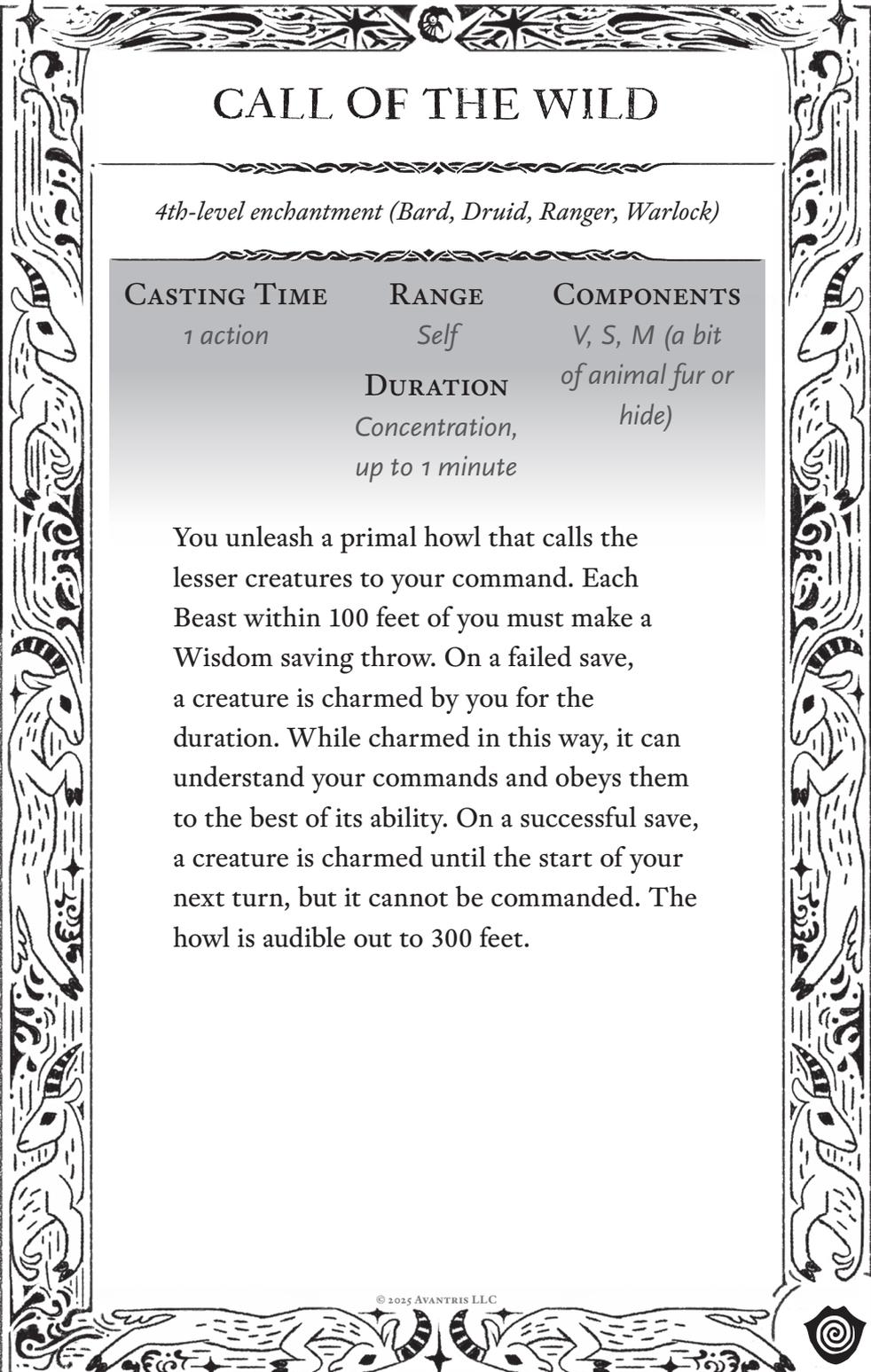


BURIED ALIVE

4th-level transmutation (Druid, Sorcerer, Warlock, Wizard)

CASTING TIME	RANGE	COMPONENTS
<i>1 action</i>	<i>60 feet</i>	<i>V, S, M (a pinch of grave dirt)</i>
	DURATION	
	<i>Instantaneous</i>	

You send your enemies to their graves even if they aren't dead yet. Choose a creature that you can see within range that is standing on the ground. The target must make a Strength saving throw. On a failed save the ground opens and swallows the target, burying it up to 10 feet deep. While buried, the target has total cover, the restrained and blinded conditions, and cannot breathe. On a successful save, the target falls prone, and its speed is 0 until the end of its next turn. A buried creature can dig out of the grave by using its action to make a DC 15 Strength (Athletics) check. On a success, it digs 5 feet closer to the surface. If the check succeeds by 5 or more, the creature reaches the surface. When it reaches the surface, the creature exits the ground prone. A creature automatically succeeds on its saving throw if it is standing on any thickness of stone or metal, or at least 2 inches of wood.



CALL OF THE WILD

4th-level enchantment (Bard, Druid, Ranger, Warlock)

CASTING TIME	RANGE	COMPONENTS
<i>1 action</i>	<i>Self</i>	<i>V, S, M (a bit of animal fur or hide)</i>
	DURATION	
	<i>Concentration, up to 1 minute</i>	

You unleash a primal howl that calls the lesser creatures to your command. Each Beast within 100 feet of you must make a Wisdom saving throw. On a failed save, a creature is charmed by you for the duration. While charmed in this way, it can understand your commands and obeys them to the best of its ability. On a successful save, a creature is charmed until the start of your next turn, but it cannot be commanded. The howl is audible out to 300 feet.

CAPTIVATE UNDEAD

1st-level necromancy
(*Bard, Cleric, Sorcerer, Warlock, Wizard*)

CASTING TIME	RANGE	COMPONENTS
<i>1 action</i>	<i>60 feet</i>	<i>V, S, M (a pinch of bone dust)</i>
	DURATION	
	<i>Concentration, up to 1 hour</i>	

You usurp the negative energy animating an Undead creature within range, attempting to take control of it. The target must make a Charisma saving throw. On a failed save, the target is friendly toward you and treats you as an ally for the duration. It obeys any commands you give it that aren't directly self-destructive. On a successful save, the target has disadvantage on attack rolls made against you or your allies until the start of your next turn. If you or any of your allies damage the target or force it to make a saving throw, the spell ends.

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.



CHAIN OF CONVICTION

2nd-level conjuration (Paladin, Warlock)

CASTING TIME	RANGE	COMPONENTS
<i>1 bonus action</i>	<i>30 feet</i>	<i>S</i>

DURATION

1 minute

You hurl a spectral, barbed chain at a creature within range. The target must make a Strength saving throw. On a failed save, the target takes 2d6 force damage, is pulled up to 30 feet toward you, and is bound by the chain. While bound, the target is tethered to you and cannot move to a space more than 30 feet away from you. You have advantage on attack rolls against the target.

At the end of each of its turns, the target can repeat the saving throw, ending the spell on itself on a success. On a successful save, the target takes half as much damage and is not bound.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

CHORUS OF THE LOST

2nd-level necromancy
(Bard, Cleric, Sorcerer, Warlock, Wizard)

CASTING TIME	RANGE	COMPONENTS
1 action	60 feet	V, S, M (a silver bell worth 10+ GP)
	DURATION	
	Concentration, up to 1 minute	

You summon the eerie song and wailing of lost souls from a point you can see within range. Each creature in a 15-foot-radius sphere centered on that point must make a Wisdom saving throw. On a failed save, a creature takes 2d6 psychic damage and is frightened for 1 minute. On a successful save, a creature takes half as much damage and is frightened until the end of its next turn. A frightened creature can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.



CONSUMING PYRE

4th-level evocation (Druid, Paladin, Warlock)

CASTING TIME	RANGE	COMPONENTS
<i>1 action</i>	<i>90 feet</i>	<i>V, S</i>

DURATION

*Concentration, up
to 1 minute*

You cause a creature within range to burst into consuming, relentless flames. The target must make a Dexterity saving throw. On a failed save, the target takes 2d8 fire damage and 2d8 necrotic or radiant damage (choose when you cast the spell) and continues burning for the duration. On a successful save, the target takes half as much damage and does not continue burning. While burning, the target takes the same damage again at the start of each of its turns. The target, or another creature within reach, can use its action to allow the target to repeat the saving throw, ending the spell on a success.

A creature killed by this spell's damage is reduced to ash, along with any nonmagical equipment it is wearing or carrying.

CREEPING ROT

3rd-level necromancy
(Druid, Ranger, Sorcerer, Warlock, Wizard)

CASTING TIME	RANGE	COMPONENTS
1 action	90 feet	V, S

DURATION

1 minute

You send tendrils of black and gray rot toward a target that you can see within range. Three tendrils then leap from that target to as many as three other targets of your choice, each of which must be within 30 feet of the first target. A target can be a creature or a nonmagical plant that isn't a creature, such as a tree or shrub. Each target can be affected by only one tendril.

A creature targeted by the spell must make a Constitution saving throw. On a failed save, the target takes 3d8 necrotic damage and is poisoned for the duration. On a successful save, the target takes half as much damage only. While poisoned in this way, the creature takes 1d8 necrotic damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the spell on itself on a success.

A Plant creature automatically fails the initial saving throw. A nonmagical plant that isn't a creature withers and dies.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, one additional tendril leaps from the first target to another target for each slot level above 3rd.



CRIMSON HARVEST

3rd-level necromancy (Sorcerer, Warlock, Wizard)

CASTING TIME	RANGE	COMPONENTS
<i>1 action</i>	<i>Self</i>	<i>V, S, M</i>
	DURATION	<i>(a vial of blood)</i>
	<i>Instantaneous</i>	

A wave of blood sweeps out from you in a 15-foot radius. Each creature of your choice within the area must make a Dexterity saving throw. On a failed save, a creature takes 3d10 necrotic damage. On a successful save, a creature takes half as much damage.

If you damage at least one creature that is size Small or larger, one creature of your choice that you can see within the area regains hit points equal to half the damage roll.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.



CROOKED WARD

3rd-level abjuration (Druid, Ranger, Warlock, Wizard)

CASTING TIME	RANGE	COMPONENTS
1 action	Touch	V, S, M
	DURATION	(a five-pointed wicker star)
	Concentration, up to 10 minutes	

You touch an immobile surface and mark a symbol that causes agony in twisted creatures. An invisible, 30-foot-radius sphere springs out from the point you touch. Each Aberration, Fey, Fiend, Monstrosity, or Undead in the area has disadvantage on ability checks and attack rolls. In addition, such a creature must make a Wisdom saving throw or be frightened until the start of its next turn. An affected creature must also make this saving throw when it enters the area for the first time on its turn or when it ends its turn there.

At Higher Levels. When you cast this spell using a spell slot of 4th level, the duration increases to 1 hour. When you use a spell slot of 5th level, the duration increases to 8 hours. When you use a spell slot of 6th level or higher, the spell no longer requires concentration and lasts for 24 hours.

CULLING SICKLE

3rd-level necromancy
(Druid, Sorcerer, Warlock, Wizard)

CASTING TIME	RANGE	COMPONENTS
<i>1 bonus action</i>	<i>Self</i>	<i>V, S</i>

DURATION

*Concentration, up
to 1 minute*

You create a ghostly sickle that lasts for the duration and can strike out at your foes. When you cast the spell, you can immediately direct the sickle to fly at a creature within 30 feet of you and make a ranged spell attack against it. On a hit, the target takes 2d8 necrotic damage, and you gain temporary hit points equal to half the damage dealt. After the attack, the sickle returns to hover in your space. As a bonus action on each of your turns for the duration, you can repeat the attack against the same target or a different one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.



CURSED CACOPHONY

3rd-level enchantment (ritual) (Bard, Sorcerer, Warlock)

CASTING TIME	RANGE	COMPONENTS
<i>1 action</i>	<i>Special</i>	<i>S, M (a sheet of music)</i>
DURATION		
<i>Concentration, up to 10 minutes</i>		

You focus on a creature that you are familiar with that is on the same plane of existence as you. The target must make a Wisdom saving throw. On a failed save, the target is cursed for the duration.

While cursed, the target is haunted by discordant music and has disadvantage on attack rolls, ability checks, and saving throws. The first time the target fails an attack roll, ability check, or saving throw on its turn, it can immediately make a new Wisdom saving throw against this spell, with neither advantage nor disadvantage, ending the spell on itself on a success.

DEVIL'S DUE

1st-level necromancy (Sorcerer, Warlock, Wizard)

CASTING TIME	RANGE	COMPONENTS
<i>1 reaction, which you take when a creature within range takes damage</i>	<i>30 feet</i>	<i>S, M (a glob of pitch)</i>
	DURATION	
	<i>Instantaneous</i>	

When a creature within range takes damage, you absorb a measure of its suffering and escaping vital essence. Spend one of your Hit Dice and add your spellcasting ability modifier. You regain hit points equal to the total.

If the creature took damage from a critical hit, double the number of hit points you regain.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can spend one additional Hit Die for each slot level above 1st.



DISSOLUTION

Transmutation cantrip (Wizard)

CASTING TIME	RANGE	COMPONENTS
<i>1 action</i>	<i>Touch</i>	<i>V, S</i>

DURATION
Instantaneous

You touch a creature or nonmagical object and break the target's substance down into its most fundamental components. Make a melee spell attack against the target. On a hit, the target takes 1d8 force damage, and its AC is reduced by 1 against the next attack roll made against it before the end of your next turn.

At Higher Levels. The damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

EYE BURN

Transmutation cantrip (Druid, Warlock, Wizard)

CASTING TIME	RANGE	COMPONENTS
<i>1 reaction, which you take when a creature you can see within range targets you with an attack</i>	<i>30 feet</i>	<i>V, S, M (a smear of camphor)</i>
	DURATION	
	<i>1 round</i>	

You attempt to steal the sight of a creature attacking you. The target must make a Constitution saving throw. On a failed save, the target is blinded until the end of their turn. On a successful save, the target must subtract 1d4 from the triggering attack roll, and it automatically succeeds on saving throws against your subsequent castings of this spell for the next 24 hours.

FIELD OF REAPING

5th-level necromancy (Cleric, Druid, Warlock)

CASTING TIME <i>1 action</i>	RANGE <i>90 feet</i>	COMPONENTS <i>V, S, M (a dried corn husk or wheat hull)</i>
	DURATION <i>Concentration, up to 1 minute</i>	

You create a shadowy field that reaps escaping life force in a 30-foot cube originating from a point within range. A creature hostile to you that starts its turn in the area, enters the area, or is in the area when the field is created, is cursed until the start of the creature's next turn. While cursed, the first time the creature takes damage during a turn, it takes an extra 1d6 necrotic damage, and a creature of your choice that isn't cursed by it within the field that isn't cursed by this spell regains hit points equal to the necrotic damage taken.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the additional necrotic damage increases by 1d6 for each slot level above 5th.



GHASTLY CHARGE

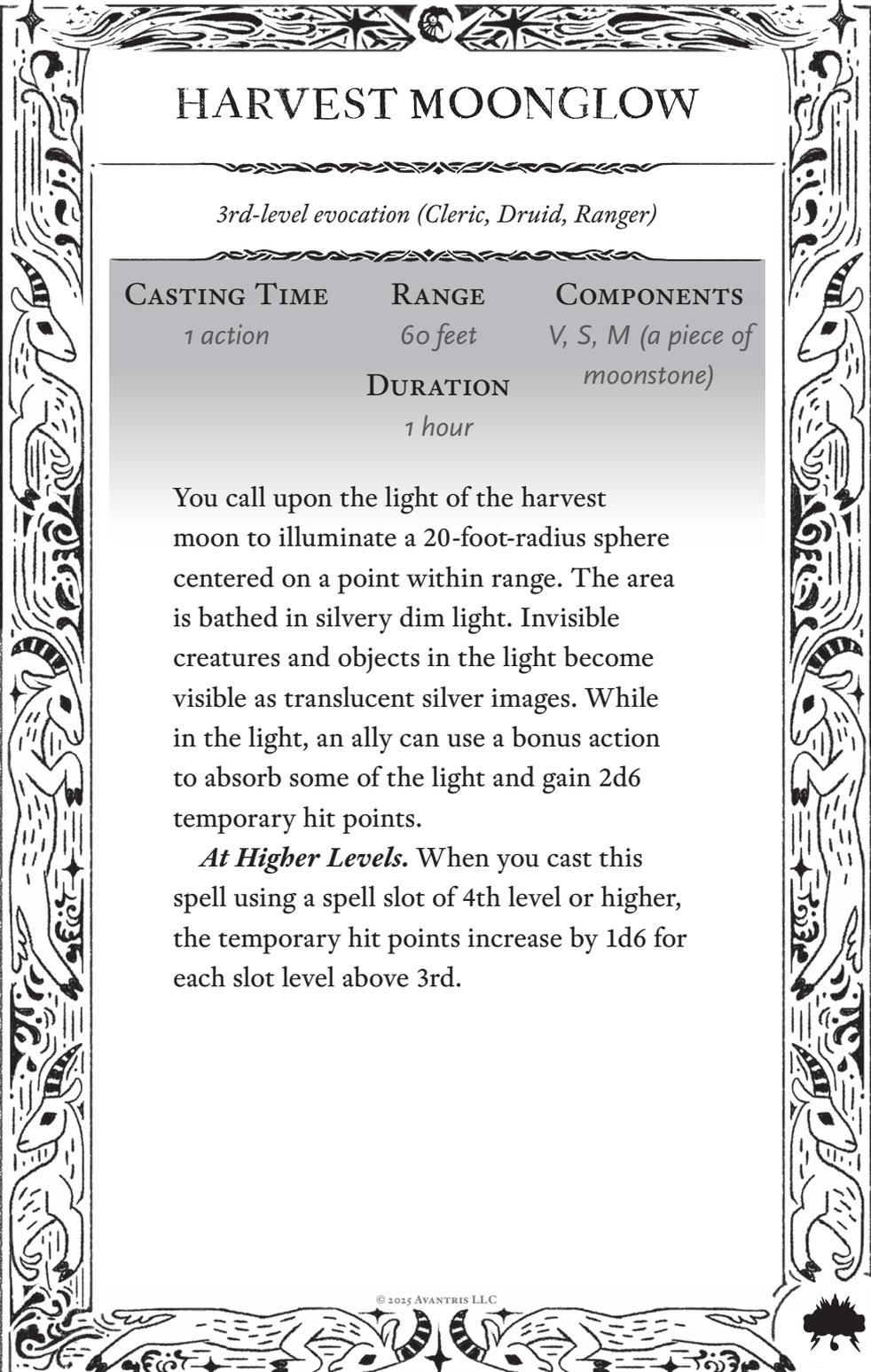
6th-level necromancy (Sorcerer, Warlock, Wizard)

CASTING TIME	RANGE	COMPONENTS
<i>1 action</i>	<i>Self</i>	<i>V, S, M (a scrap of a banner)</i>
	DURATION	
	<i>Instantaneous</i>	

You call up the spirits of long-dead knights which charge forward from you in a 90-foot-long, 20-foot-wide line before vanishing. Each creature of your choice in the line must make a Wisdom saving throw. On a failed save, a creature takes 5d12 necrotic damage, is frightened until the start of your next turn, and must immediately use its reaction to move up to its speed directly away from you. On a successful save, a creature takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the necrotic damage increases by 1d12 for each slot level above 6th.





HARVEST MOONGLOW

3rd-level evocation (Cleric, Druid, Ranger)

CASTING TIME	RANGE	COMPONENTS
<i>1 action</i>	<i>60 feet</i>	<i>V, S, M (a piece of moonstone)</i>
	DURATION	
	<i>1 hour</i>	

You call upon the light of the harvest moon to illuminate a 20-foot-radius sphere centered on a point within range. The area is bathed in silvery dim light. Invisible creatures and objects in the light become visible as translucent silver images. While in the light, an ally can use a bonus action to absorb some of the light and gain 2d6 temporary hit points.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the temporary hit points increase by 1d6 for each slot level above 3rd.

HARROWING BALLAD

2nd-level enchantment (Bard, Sorcerer, Wizard)

CASTING TIME	RANGE	COMPONENTS
<i>1 bonus action</i>	<i>120 feet</i>	<i>V, S</i>

DURATION

*Concentration, up
to 1 minute*

You inflict a mind-eroding song on a creature you can see within range. If the creature has an Intelligence of 4 or higher, it must make an Intelligence saving throw. On a failed save, the creature is charmed for the duration.

While charmed in this way, the target is haunted by a repeating ballad that only it can hear. It takes 1d6 psychic damage at the start of each of its turns and has disadvantage on Wisdom (Perception) checks and on Constitution saving throws made to maintain concentration. At the end of each of its turns, the target can make another Intelligence saving throw, ending the spell on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the psychic damage increases by 1d6 for each slot level above 2nd.

HUNGERING BLADE

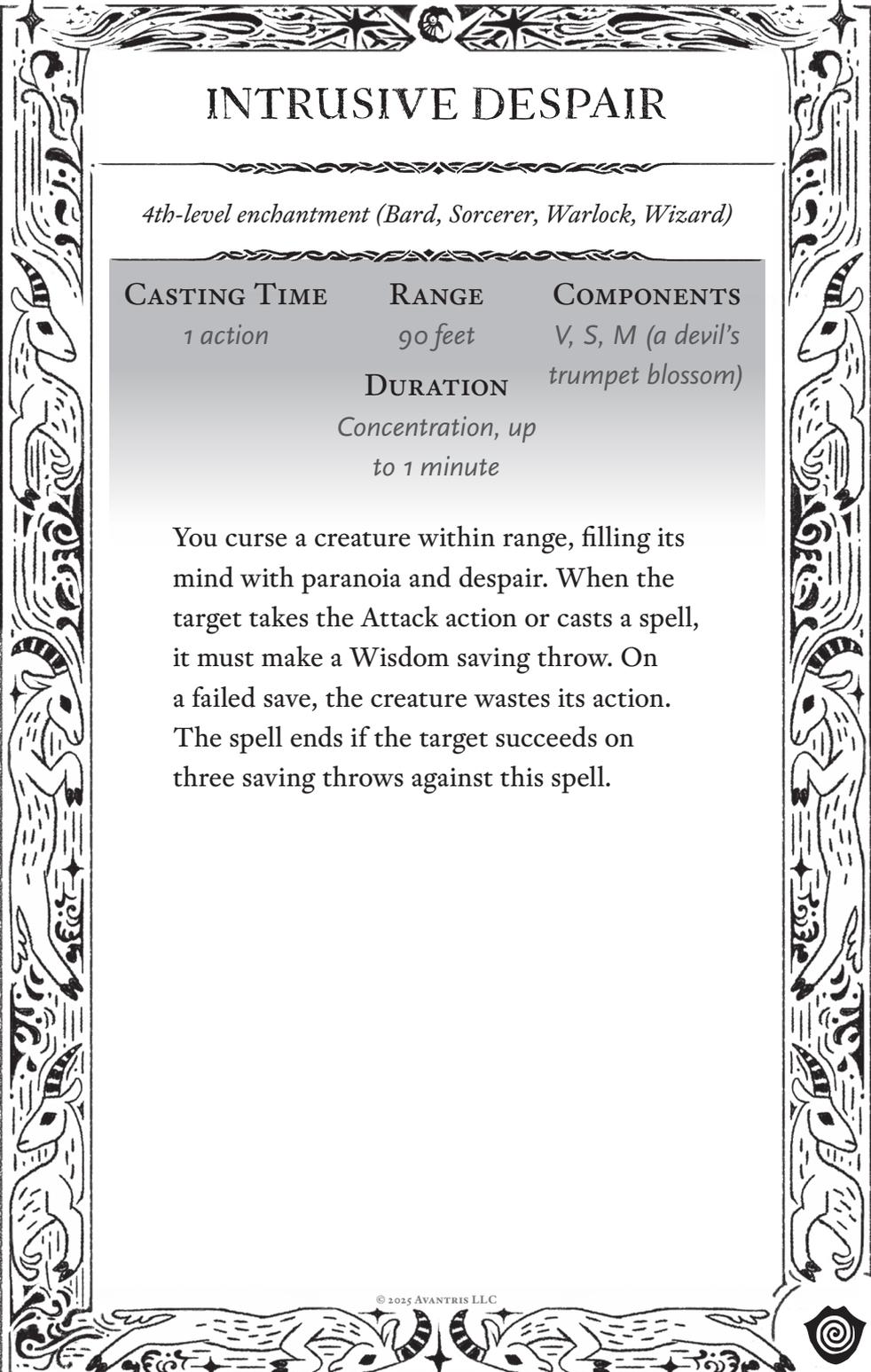
1st-level necromancy (Paladin, Ranger, Warlock)

CASTING TIME	RANGE	COMPONENTS
<i>1 bonus action</i>	<i>Self</i>	<i>V, S</i>

DURATION
1 minute

You imbue a weapon you are holding, or your unarmed strikes, with ravenous negative energy. For the duration, when you hit a creature with an attack using the empowered weapon or unarmed strike for the first time during a turn, the target takes necrotic damage equal to your spellcasting ability modifier, and you gain temporary hit points equal to the necrotic damage dealt.





INTRUSIVE DESPAIR

4th-level enchantment (Bard, Sorcerer, Warlock, Wizard)

CASTING TIME

1 action

RANGE

90 feet

COMPONENTS

V, S, M (a devil's trumpet blossom)

DURATION

Concentration, up to 1 minute

You curse a creature within range, filling its mind with paranoia and despair. When the target takes the Attack action or casts a spell, it must make a Wisdom saving throw. On a failed save, the creature wastes its action. The spell ends if the target succeeds on three saving throws against this spell.

ISOLATION

3rd-level enchantment (Warlock, Wizard)

CASTING TIME <i>1 action</i>	RANGE <i>120 feet</i>	COMPONENTS <i>V, S, M (a small metal cube)</i>
DURATION <i>Concentration, up to 1 minute</i>		

You shroud the mind of one creature you can see within range in the dread of total isolation. The target must make a Wisdom saving throw. On a failed save, the creature is overwhelmed by the illusion that it is utterly alone. For the duration, the target perceives all other creatures as invisible and can't perceive them through any of its senses, even with blindsight, truesight, or magical effects such as see invisibility. The target moves around other creatures, or otherwise rationalizes not moving through spaces occupied by them (such as perceiving a door as closed or as a wall if another creature is standing in the way). The target still feels pain but can't identify the source of any injury caused by another creature. At the end of each of its turns, the target can make another Wisdom saving throw, ending the spell on itself on a success.

LUCKY CHARM

5th-level transmutation (Bard, Paladin, Ranger, Warlock)

CASTING TIME <i>1 action</i>	RANGE <i>Touch</i>	COMPONENTS <i>V, S, M (a four-leaf clover and a shard of broken mirror)</i>
	DURATION <i>Concentration, up to 1 hour</i>	

You touch a Tiny, nonmagical object, infusing it with a portion of your own luck for the duration. While another creature carries the object, that creature has advantage on attack rolls, ability checks, and saving throws, and you have disadvantage on attack rolls, ability checks, and saving throws for as long as the spell lasts.

MARTYR

3rd-level necromancy (Cleric, Paladin, Wizard)

CASTING TIME	RANGE	COMPONENTS
<i>1 action</i>	<i>Touch</i>	<i>V, S, M (a dagger)</i>
	DURATION	
	<i>Instantaneous</i>	

You touch a dead creature that died within the last minute and transfer your life essence into it. When you cast this spell, the target returns to life with hit points equal to your current hit point total. You immediately drop to 0 hit points, gain two failed death saving throws, and you must immediately make a death saving throw. You can't regain hit points until after you make this saving throw.



MIRRORED AGONY

5th-level abjuration (Bard, Sorcerer, Wizard)

CASTING TIME	RANGE	COMPONENTS
<i>1 reaction, which you take when a creature you can see within 60 feet of you damages your ally</i>	<i>60 feet</i>	<i>V, S, M (a pin or needle)</i>
	DURATION	
	<i>Instantaneous</i>	

When a creature you can see within range damages one of your allies, you force the attacker to share their pain. The target must make a Wisdom saving throw. On a failed save, the target takes psychic damage equal to the damage it dealt to your ally. On a successful save, the target takes half as much damage.

MIST OF MOURNING

3rd-level enchantment (Sorcerer, Warlock, Wizard)

CASTING TIME	RANGE	COMPONENTS
<i>1 action</i>	<i>60 feet</i>	<i>V, S, M</i>
	DURATION	<i>(a vial of tears)</i>
	<i>Concentration, up to 10 minutes</i>	

You summon a thin mist that saps joy and vigor in a 20-foot-radius sphere centered on a point within range. When a creature enters the mist for the first time on a turn, starts its turn there, or is within the mist when it appears, it must make a Charisma saving throw. On a failed save, the creature is filled with deep melancholy until the start of its next turn. While affected, the creature's speed is halved, it has disadvantage on attack rolls, and it subtracts 1d8 from all its damage rolls.

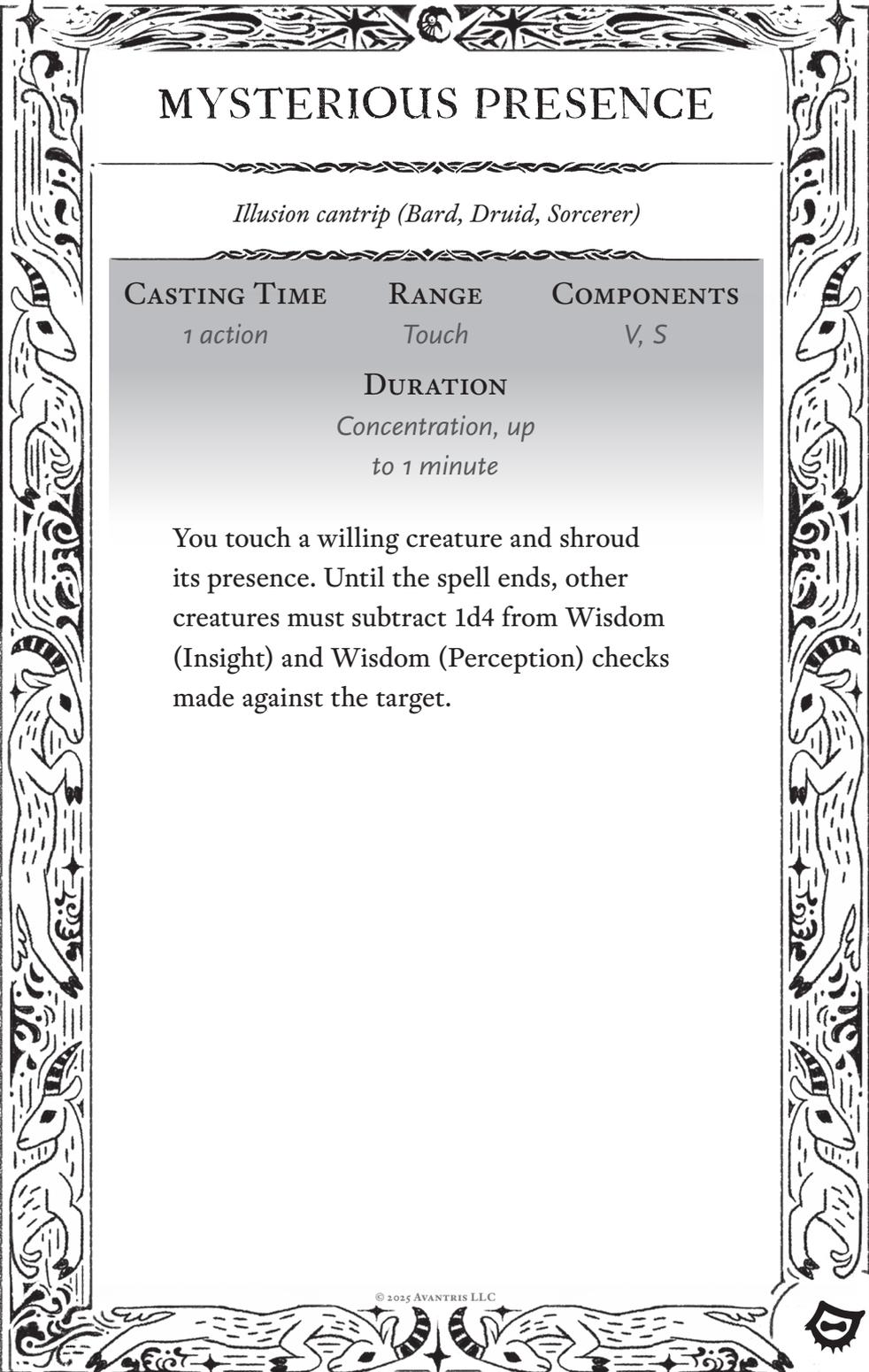
MURDER OF CROWS

*4th-level conjuration
(Druid, Ranger, Sorcerer, Warlock, Wizard)*

CASTING TIME	RANGE	COMPONENTS
<i>1 action</i>	<i>Self (30-foot cone)</i>	<i>V, S, M (a crow feather)</i>
	DURATION	
	<i>Instantaneous</i>	

You summon and unleash a murder of deadly crows in a 30-foot cone originating from you. Each creature of your choice in the area must make a Dexterity saving throw. On a failed save, a creature takes 5d6 force damage and is blinded. On a successful save, a creature takes half as much damage and isn't blinded. A blinded creature can make a Constitution saving throw at the end of each of its turns, ending the condition on itself on a success. The blinded condition also ends early if the creature regains any hit points. The crows disperse and vanish after they strike.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.



MYSTERIOUS PRESENCE

Illusion cantrip (Bard, Druid, Sorcerer)

CASTING TIME

1 action

RANGE

Touch

COMPONENTS

V, S

DURATION

*Concentration, up
to 1 minute*

You touch a willing creature and shroud its presence. Until the spell ends, other creatures must subtract 1d4 from Wisdom (Insight) and Wisdom (Perception) checks made against the target.

PUPPET MASTER

4th-level enchantment (Bard, Sorcerer, Warlock, Wizard)

CASTING TIME <i>1 action</i>	RANGE <i>60 feet</i>	COMPONENTS <i>V, S, M (a marionette string)</i>
DURATION <i>Concentration, up to 1 minute</i>		

You attempt to control the actions of one creature that you can see within range. The target must make a Wisdom saving throw. On a failed save, the target is charmed for the duration.

While charmed in this way, magical marionette strings attach to the target, and it must use its action on its turn to make a melee attack against a creature other than itself that you mentally choose. The target moves toward the chosen creature if it isn't within reach. The target can act normally on its turn if you don't choose another creature, or if the creature isn't within the target's reach after it moves. At the end of each of its turns, the target can make another Wisdom saving throw, ending the spell on itself on a success. On each of your turns, you must use a bonus action to maintain control of the target, or the spell ends.

SACRIFICIAL SIPHON

4th-level necromancy (Cleric, Paladin, Warlock, Wizard)

CASTING TIME	RANGE	COMPONENTS
<i>1 action</i>	<i>Touch</i>	<i>S</i>

DURATION

*Concentration, up
to 1 minute*

You touch another creature and lay a curse that drains the target's vitality and transfers it to you. The target must make a Charisma saving throw. On a failed save, the target is cursed for the duration. While cursed, the target subtracts 1d4 from its attack rolls and ability checks, and whenever the target takes damage, you can take a reaction to gain 10 temporary hit points. On a successful save, you gain 5 temporary hit points, and the creature must subtract 1d4 from its ability checks until the start of your next turn.



SANCTUM OF THE FLOCK

3rd-level transmutation (Bard, Cleric, Paladin)

CASTING TIME	RANGE	COMPONENTS
<i>1 minute</i>	<i>5 feet</i>	<i>V, S, M</i>
	DURATION	<i>(powdered silver worth 25+ GP, which the spell consumes)</i>
	<i>24 hours</i>	

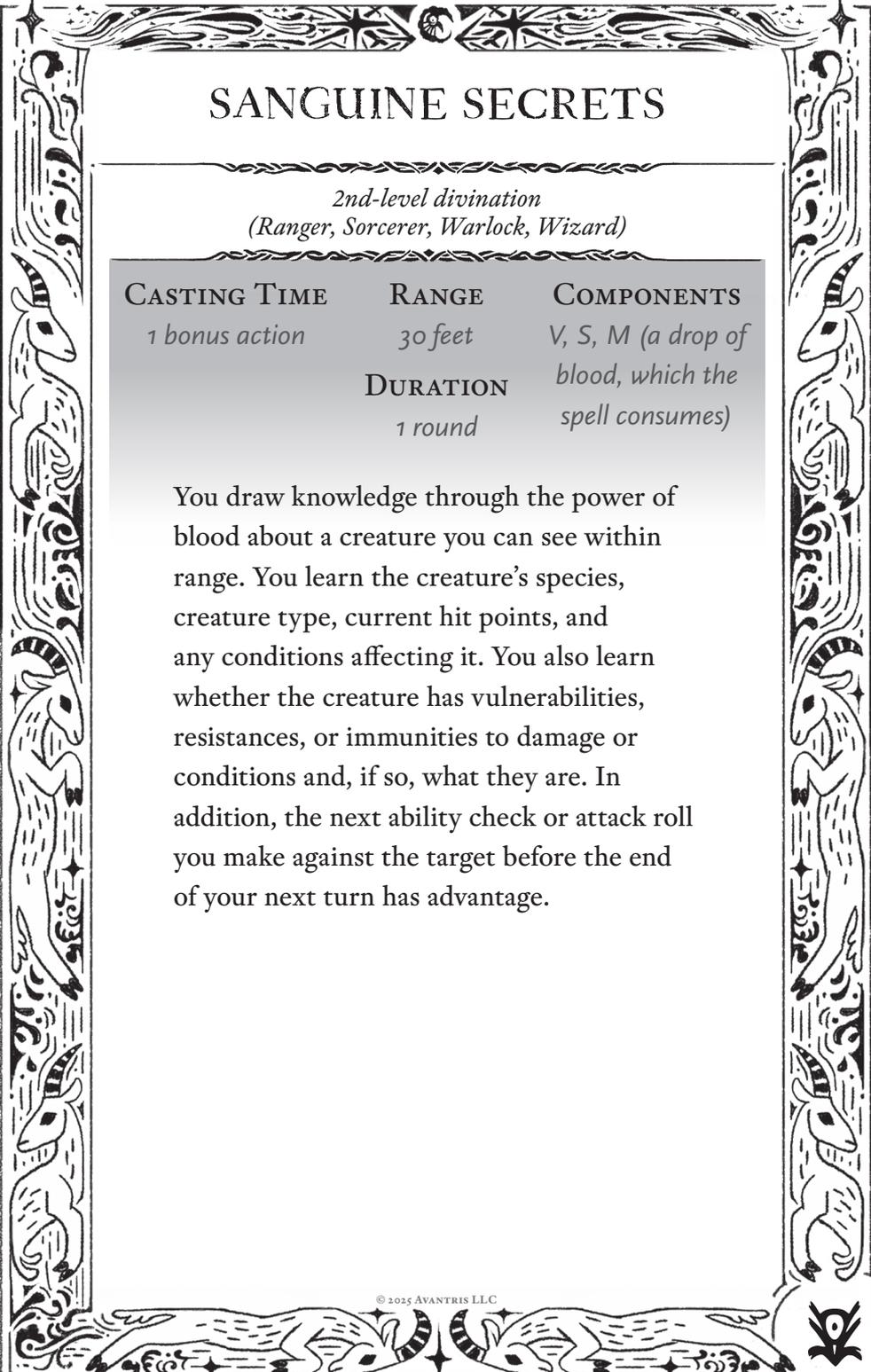
You create a 20-foot-radius sphere of faint, shimmering light centered on a point within range. You and a number of creatures of your choice, up to your spellcasting ability modifier (minimum of one other creature), can draw empowering magic from the sphere. When one of the chosen creatures finishes a long rest within the sphere, the sphere vanishes, and the creature gains 2d10 temporary hit points. For the remainder of the duration, the creature also has advantage on Charisma checks made using one of its skill proficiencies. A chosen creature that does not finish a long rest within the sphere gains no benefit.

SANCTUM OF THE SHEPHERD

4th-level abjuration (Cleric, Paladin, Wizard)

CASTING TIME <i>1 minute</i>	RANGE <i>5 feet</i>	COMPONENTS <i>V, S, M</i> <i>(adamantine or diamond powder worth 200+ GP, which the spell consumes)</i>
	DURATION <i>24 hours</i>	

You create a 20-foot-radius sphere of faint, shimmering light centered on a point within range. You and a number of creatures of your choice, up to your spellcasting ability modifier (minimum of one other creature), can draw protective magic from the sphere. When one of the chosen creatures finishes a long rest within the sphere, the sphere vanishes, and the creature gains a +1 bonus to AC for the remainder of the duration. A chosen creature that does not finish a long rest within the sphere gains no benefit.



SANGUINE SECRETS

2nd-level divination
(Ranger, Sorcerer, Warlock, Wizard)

CASTING TIME	RANGE	COMPONENTS
<i>1 bonus action</i>	<i>30 feet</i>	<i>V, S, M (a drop of blood, which the spell consumes)</i>
	DURATION	
	<i>1 round</i>	

You draw knowledge through the power of blood about a creature you can see within range. You learn the creature's species, creature type, current hit points, and any conditions affecting it. You also learn whether the creature has vulnerabilities, resistances, or immunities to damage or conditions and, if so, what they are. In addition, the next ability check or attack roll you make against the target before the end of your next turn has advantage.

SCARLET DAWN

3rd-level evocation
(Cleric, Druid, Paladin, Ranger, Warlock, Wizard)

CASTING TIME	RANGE	COMPONENTS
1 action	120 feet	V, S

DURATION

Instantaneous

Crimson light shines down in a 20-foot-radius, 60-foot-high cylinder centered on a point within range. Each creature in that area that isn't a construct or undead must make a Constitution saving throw. On a failed save, a creature takes 4d10 necrotic damage, or half as much damage on a successful one. Constructs and undead in that area instead regain 4d10 hit points.

If any part of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the darkness is dispelled.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d10, and the level of darkness that can be dispelled increases by 1 for each slot level above 3rd.

SHADOW DRAIN

3rd-level necromancy (Sorcerer, Warlock, Wizard)

CASTING TIME	RANGE	COMPONENTS
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1 action

Self

V, S

(15-foot radius)

DURATION

Concentration, up

to 1 minute

You siphon away vitality and identity from nearby creatures through their shadows. When you cast this spell, you can designate any number of creatures to be unaffected by it. Whenever another creature enters the area for the first time on a turn or ends its turn there, it must make a Charisma saving throw. On a failed save, the creature takes 2d6 necrotic damage and has disadvantage on attack rolls and ability checks until the end of its next turn. On a successful save, the creature takes half as much damage. A creature makes this save only once per turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d6 for each slot level above 3rd.



SUMMER WINDS

2nd-level evocation (Cleric, Druid, Paladin, Ranger)

CASTING TIME	RANGE	COMPONENTS
<i>1 action</i>	<i>Self (15-foot cone)</i>	<i>V, S</i>

DURATION
Instantaneous

You unleash a blast of light and wind in a 15-foot cone. Your allies in the cone regain 2d6 hit points. Undead in the area that are hostile to you must make a Constitution saving throw. On a failed save, an undead takes 2d6 radiant damage, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing and damage each increase by 2d6 for each slot level above 2nd.

UNRAVELING WHISPER

2nd-level enchantment
(*Bard, Sorcerer, Warlock, Wizard*)

CASTING TIME	RANGE	COMPONENTS
<i>1 action</i>	<i>30 feet</i>	<i>V, S</i>

DURATION
1 round

You whisper a frightful phrase that only a creature you can see within range can hear. The target must make a Wisdom saving throw. On a failed save, the creature takes 2d6 psychic damage and is frightened until the start of your next turn. On a successful save, the creature takes half as much damage only.

While frightened in this way, the creature has vulnerability to your choice of bludgeoning, piercing, or slashing damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

VEIL OF THE REAPER

2nd-level illusion (Ranger, Sorcerer, Warlock, Wizard)

CASTING TIME <i>1 bonus action</i>	RANGE <i>Self</i>	COMPONENTS <i>V, S, M (a dried corn husk or wheat straw)</i>
	DURATION <i>Concentration, up to 1 minute</i>	

You wrap yourself in shadows that veil you between strikes. At the end of any turn in which you hit a creature with an attack roll you gain the invisible condition until the start of your next turn.