

FEATS & SPELLS OF OBSIDIAN APOCALYPSE



LPJ9276



NEW FEATS

A PIECE OF HEAVEN

Reaching deep into himself, you are able to—in some small way, for some short time—redress the balance between good and evil, dark and light.

Prerequisites: Exalted, Wisdom 12 or greater

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- By sacrificing one hundred pieces of silver (or the equivalent amount thereof) You cleanse a small (no larger than a 10-foot cube) pool of water of necromantic or evil taint—at least until the creeping influence of Abaddon pollutes it once again. Plants may sprout here for a season, the water might be cool and refreshing for a time, but inevitably the taint engulfing the whole world will return. The silver absorbs the corruption, crumbling into stinking black dust.

ANIMATION BY TOUCH

You can animate corpses into skeletons or zombies merely by touching them—such is the power you hold in manipulating negative energy.

As an action, you touch a pile of bones or a corpse of a Medium or Small humanoid, animating the remains into a skeleton (bones) or a zombie (corpse). Each turn as a bonus action, you can mentally command the undead so long as it remains within 60 feet of you, with the same parameters as the *animate dead* spell. You can animate and control a number of such undead up to your proficiency bonus at one time. An undead creature animated this way collapses after you complete a long rest, but you can reanimate the remains if you choose.

ARCANE RAGE

You can channel magical energy to extend your rage.

Prerequisites: Ability to cast at least one spell, Rage class feature

You can channel spell energy to extend the duration and potency of your rage. At the beginning of a rage, you can sacrifice one of your spell slots for the day to extend your rage beyond 1 minute by a number of rounds equal to the level of the sacrificed slot. In addition, you gain a bonus to rage damage equal to the level of the spell slot you sacrificed.

ARGENT SPELL

The pure essence of silver laces your spells, making them more harmful to lycanthropes.

Prerequisite: Ability to cast at least one spell Increase your Intelligence or Charisma score by 1, to a maximum of 20.

- Any spell you cast that inflicts bludgeoning, piercing, or slashing damage against a creature with damage

resistance or immunity to non-silvered weapons (such as a werewolf) does additional damage equal to your proficiency bonus. In addition, the target creature's hit point maximum is reduced by 1 point per level of the spell used to inflict this damage.

Casting a spell as an argent spell requires an additional material component (a piece of silver worth at least 1 sp, such as a silver coin) in addition to its usual material component (if any).

An argent *magic weapon* spell allows the weapon to be treated as silver for the purposes of overcoming damage immunity or resistance.

Note: Silver damage is not a new type of damage and does not allow a spell to bypass normal protections against the unmodified version. Creatures are not more vulnerable to argent spells than to normal ones unless they have resistance or immunity to damage caused by non-silvered weapons

AUGMENT UNDEAD

The undead you animate are more powerful.

Prerequisite: Ability to cast at least one spell

- Increase your Intelligence score by 1, to a maximum of 20.
- Each undead creature you create using *animate dead*, *create undead*, or similar spells gains additional hit points equal your proficiency bonus, as well as advantage on Wisdom saving throws against turn undead attempts.

BANE OF EVIL

You are the ultimate bane of all evil, capable of inflicting catastrophic damage in a single blow.

Prerequisite: Divine Smite class feature

When you use divine smite, the target creature must make a Wisdom saving throw against your spell save DC or become stunned for 1 round and frightened for a number of rounds equal to your Charisma modifier (minimum of 1 round).

BANE OF LAW & CHAOS

As crossbreeds, despite their neutrality, the genesai embody the axis of good and evil and are antithetical to creatures that exist on the axis of law and chaos, tearing them apart at a spiritual level.

Prerequisites: Genesai

- Increase your Charisma or Wisdom score by 1, to a maximum of 20.
- You gain advantage on weapon attacks against celestials and fiends.

BAT WINGS

A pair of neatly folded bat wings sprout from your back. You can extend these wings, allowing you to fly for brief periods of time.

Prerequisite: Infernal

You gain a flight speed of 30 feet. Your wings are weak and not fully formed but allow you to fly for a number of rounds equal to your Constitution modifier plus your proficiency bonus.

BLESSED TOUCH

Your touch instills the target with a jolt of holy power.

Prerequisite: Lay on Hands class feature

As a bonus action, you can expend 5 hit points from your lay on hands pool of healing, granting a good-aligned character or creature you touch advantage on attack rolls and saving throws against fear effects for a number of rounds equal to your proficiency bonus. You may not use this ability on yourself.

BONE ARMOR

When near the inanimate dead, your negative energy tears the bones from the ground and from within corpses to cover you in a horrific suit of armor.

When you are within 30 feet of a set of bones or a corpse, as an action you can clad yourself in a suit of armor fashioned of bone. This grisly armor gives you a base AC of 15 + your Dexterity modifier for a number of minutes equal to your proficiency bonus. While wearing this armor, you suffer disadvantage on Dexterity (Stealth) checks. You may use this ability once between long rests.

CANNIBALISM

You gain strength after eating the heart of a defeated enemy.

Prerequisite: Lykian

- Increase your Constitution score by 1, to a maximum of 20.
- Once between long rests, you can eat the heart of an animal, beast, humanoid, monstrosity, or giant that you helped defeat. Eating the heart requires 1 minute of tearing it free, chewing, and swallowing, after which you heal 1d8 damage + 1 point for each Hit Die of the defeated creature, to a maximum bonus equal to your character level.

You can select this feat multiple times to gain additional uses between long rests.

CASTING OUT THE UNCLEAN

You have learned to use your divine power to cast out demons and devils.

Prerequisite: Channel Divinity class feature

You can expend a use of your channel divinity to turn celestials and fiends as if they were undead. When you reach 8th level, if a celestial or fiend fails its saving throw against your Turn Undead class feature, you can destroy them if their CR is 1 or lower. This CR limit increases to 2 at 11th level, 3 at 14th level, and 4 at 17th level.

CHALLENGE LIFE

Your mastery of negative energy lets you challenge the soul of a living creature with just your touch. Weaker creatures will drop before you, their souls fleeing in terror until you have left the area.

As an action, you can make a melee spell attack against a living creature. If you succeed, the target must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier or have its soul flee its body for a brief time. If the creature fails this save, it becomes stunned. It can attempt a new saving throw at the end of each of its turns, with success ending the effect. A creature that succeeds in its saving throw is immune to this effect for the next 24 hours.

This power recharges following a short rest.

CLEANSING FLAMES

Your divine power wreathes your weapon in holy fire.

Prerequisite: Channel Divinity class feature

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- By expending a use of channel divinity, your weapon becomes wreathed in magical flames. On a hit, your weapon causes additional fire damage equal to your proficiency bonus. These flames remain for a number of rounds equal to your Charisma modifier (minimum 1 round).

CONSECRATE SPELL

You can infuse your spells with a holy power, making them more difficult for evil creatures to resist.

Prerequisite: Ability to cast at least one spell

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You consecrate a spell by casting it at one spell slot level higher than required. You gain no other benefits for using this higher-level spell slot. Celestials, fiends, and undead suffer disadvantage on saving throws against a consecrated spell.

CONSECRATED SPELL FOCUS

You have developed a technique to focus your spells to bring down evil.

Prerequisite: Ability to cast at least one spell

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.

- You gain advantage on any ranged spell attack roll you make against a celestial, fiendish, or undead creature.

CONSUME MIND

Grabbing an opponent's head between your hands, you steal some of their mental abilities and transfer them to you for a limited time.

As an attack action, you place your hand on opponent with a successful melee attack. The target creature must roll a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Intelligence modifier. If the creature fails its save, it suffers disadvantage on Intelligence and Wisdom ability checks. In addition, you gain advantage on Intelligence and Wisdom ability checks. The creature can attempt another saving throw at the end of each of its turns, with a success ending this effect both on itself and on you. This power recharges after a long rest.

CONSUME SPELL

You counter a spell and absorb the energy unleashed to power another spell.

Prerequisite: Ability to cast *counterspell*

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- The range of your *counterspell* increases to 120 feet.
- When you cast *counterspell*, you absorb some of the canceled energy from your opponent's spell, which you in turn can use to power a spell you cast. You gain a bonus spell slot equal to one level lower than the spell you countered. For example, if you counter a 2nd level spell, you gain a bonus 1st-level spell slot. This bonus spell slot dissipates after you complete a short rest. You gain no bonus spell slot for countering a 1st-level spell.

DEATH TOUCH

Calling upon the negative energy present around you, your merest touch drains the life from a creature. Flesh shrivels and rots as you rob your victim of the very essence of their life.

Prerequisites: Ability to cast at least one spell

When you cast a spell with a range of touch and successfully hit a living target, you can attempt to slay the creature outright. In addition to the spell's normal effect, roll 1d6 for each level you have. If the total rolled exceeds the target creature's current hit points, they die. If, however, the total equals or is less than the creature's current hit points, the death touch has no effect.

DECAY

You can channel negative energy through your body and blast opponents with it, rapidly aging them and forcing their bodies to suffer the effects of decay normally reserved for bodies long dead.

Prerequisite: Ability to cast at least one spell

As an action, you infuse a target you can see within 30 feet with a burst of necrotic energy. The target must make a Constitution saving throw against your spell save DC. If the creature fails this saving throw, it begins to decompose, filling the air with putrefaction. The creature becomes poisoned, suffers 3d6 of necrotic damage, and suffers disadvantage on all Charisma ability checks. In addition, all healing the creature receives is halved as long as it remains affected by this power. The creature can repeat the saving throw at the end of each of its turns, with a success ending all effects. You can use this power once between long rests.

DIVINE TOUGHNESS

Your body is hardened by your faith.

Prerequisites: Channel Divinity class feature

- Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by 1 additional hit point.
- You gain advantage on any Constitution saving throw against necrotic damage.

DIVINE WRATH

You experience powerful anger, rage, and regret over the state of Abaddon, sending you into a righteous fury that few creatures can withstand.

Prerequisites: Exalted

As a bonus action, you draw upon your anger and sorrow to give yourself advantage on attack rolls against fiends and undead. In addition, you gain temporary hit points equal to double your proficiency bonus. You can maintain this power for up to 1 minute, and it recharges following a long rest.

DRAIN LIFE ENERGY

You can drain the life from a living creature to heal your wounds.

As an action, you can attempt to drain life energy from a living target you can see within 10 feet. The creature must make a Constitution saving throw equal to 8 + your proficiency bonus + your Constitution ability modifier. If the creature fails this save, it suffers 1d6 + your proficiency bonus in necrotic damage. If you are wounded, you heal this number of hit points, up to your hit point maximum. Any hit points gained over your maximum are gained as temporary hit points, which fade after your next short rest. You can use this power once after completing a long rest.

EMPOWERED DEATH

Your death spells are more powerful than those cast by most other spellcasters.

Prerequisite: Ability to cast at least one spell

You can empower a spell that inflicts necrotic damage by casting it with a spell slot one level higher than it requires.

One of the targets of your spell that you can see suffers disadvantage on its saving throw to resist the spell's effects.

ERUPT

As a desperate measure, you can concentrate your form within your host, causing it to burst asunder in a toxic explosion.

Prerequisites: Khymer

As a last-ditch measure, as an action you can detonate your host body, rupturing it and scattering your remains—and those of your host—over a wide area. Any creature within 15 feet of you must make a Dexterity saving throw or suffer 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. You suffer 1d8 damage and must wait that number of rounds to reform your liquid body, during which time you are incapacitated.

EVIL SENSE

You can sense the nearby presence of evil creatures.

You can sense the existence of celestial, fiendish, and undead creatures within 30 feet. You know the type of creature, but not their identity, direction, or distance.

FADE OUT

You are able to fade from existence momentarily, rendering you immune to harm.

Prerequisites: Genesai, Wisdom 15 or greater

As a reaction, you vanish from existence. At the end of your next turn, you reappear at any spot you can see within 30 feet. While vanished, you do not exist and cannot be harmed or affected in any way. Using this power uses one summons of your shattersoul blade.

FORMER SLAVE

You once wore the chains and collar of the undead lords and toiled in gangs to raise their cities and tend to their needs. You have broken free and will never again be a slave.

Prerequisite: Osirian

- You gain proficiency in your choice of Athletics or Acrobatics.
- You gain advantage on saving throws to avoid or escape from being restrained.
- You gain advantage on Strength (Athletics) or Dexterity (Acrobatics) checks to escape from a grapple. In addition, you can attempt to break a grapple as a bonus action, rather than an action.

FREE OSIRIAN

You grew up in one of the few proud and free Osirian settlements, living as close to a normal osirian life as is possible in Abaddon, changed as it is.

Prerequisite: Osirian

- You gain proficiency in one type of artisan's tools of your choice.
- You gain advantage in checks made with your chosen artisan's tools.
- You can learn one language of your choice.

GHOST-BLOODED

Your mother or father was possessed at the time of your conception. This auspicious birth bestows a measure of the ghost's power on you.

Prerequisite: Harrowed

As an action, you become incorporeal for a number of rounds equal to your proficiency bonus. While incorporeal, you can move through other creatures and objects as if they were difficult terrain. You suffer 5 (1d10) force damage if you end your turn inside an object or creature. In addition, while incorporeal you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. This power recharges after a long rest.

GREATER DIVINE SMITE

Your divine smite class feature becomes more potent.

Prerequisite: Divine Smite class feature

The damage inflicted by your divine smite class feature increases by a number of points equal to your proficiency bonus.

GREATER TURN UNDEAD

You gain greater power to turn the undead.

Prerequisite: Channel Divinity class feature

Undead suffer disadvantage on Wisdom saving throws to resist being turned by your channel divinity class feature.

GREATER TATTOOS

The markings impressed into your skin are much more complex, detailed, and all-encompassing than usual, increasing their capacity to store and channel negative energy.

Prerequisites: Osirian, extensive tattoo work that requires one day and costs 1,000 gp

The range of your necromantic hellfire trait increases to 30 feet. You gain advantage to hit targets with your necromantic hellfire and the damage done increases to 1d8.

HOLY AURA OF THE RIGHTEOUS

You channel your divine energy to create a powerful aura that blinds evil enemies.

Prerequisite: Channel Divinity class feature

By expending one use of your channel divinity class feature, you envelop yourself in radiant light for a number of rounds

equal to your proficiency bonus. While this effect is active, all fiendish and undead creatures within 30 feet must make a Dexterity save against your spell save DC or be blinded. A blinded creature can attempt another save at the end of each of its turns, with these effects ending on a success. Once a creature succeeds at this saving throw, it remains immune to this power for 24 hours.

HOLY/UNHOLY FLAMES

You call upon the power of your deity, igniting your weapon in a nimbus of divine flames.

Prerequisite: Channel Divinity class feature

By expending one use of your channel divinity class feature, you wreath a weapon you wield in flames. If you serve a good deity, this adds 2d6 radiant damage to its weapon damage on a successful hit. If you worship an evil deity, the flames inflicts 2d6 bonus necrotic damage instead. The weapon remains wreathed in flames for a number of rounds equal to your Wisdom modifier (minimum of 1 round).

HOST'S FORM

You can suppress your ability to reform the flesh of your host, thus allowing you to retain its appearance instead of your own.

Prerequisites: Khymer, Wisdom of 13 or greater

When you take over a new host body, you can retain its physical appearance, but not its capabilities or statistics, essentially gaining a near-perfect disguise.

IGNITE

You can wreath your body in hellish black flames, protecting you from enemies while searing their flesh.

Prerequisites: Infernal, Constitution of 13 or greater

You can burst into flame for a number of rounds equal to your proficiency bonus + your Constitution modifier. While these flames cause no harm to your armor, weapons, or equipment, any creature striking you with a melee weapon attack takes 1d4 points of fire damage. Any creature attempting to grapple you or that you grapple takes 4d4 points of fire damage. This power recharges following a long rest.

IMPROVED DIVINE SENSE

Your ability to sense evil is greater than before.

Prerequisites: Divine Sense class feature, Wisdom 13 or greater

Your inherent sense of evil increases in range to 90 feet, and you can use this class feature as a bonus action. You regain all uses of your divine sense class feature after a short rest.

LACE SPELL: BANE

You increase the damage done by one of your spells against a certain type of creature. Some people claim to hear an

intense cackling sound when a bane-laced spell strikes its intended target.

Prerequisites: Ability to cast at least one spell, Intelligence 13 or greater

When you take this feat, choose a single-target spell you know and a type of creature from the list below. When the chosen spell inflicts damage on a creature of the type you selected, you inflict an additional 1d6 of damage, even if the creature succeeds at any saving throw against the spell. Once you choose the spell and the creature type for this feat, you cannot change it.

Choose one of the following creature types:

- Aberration
- Beast
- Celestial
- Construct
- Dragon
- Elemental
- Fey
- Fiend
- Giant
- Monstrosity
- Plant
- Undead

You can only lace a spell with a single effect at a time. You may choose this feat multiple times, selecting a different creature type each time.

LACE SPELL: ELEMENTAL ENERGIES

You lace one of your spells with elemental energy, increasing its damage.

Prerequisites: Ability to cast at least one spell, Intelligence 13 or greater

When you take this feat, choose a single-target spell and one of the following damage types: acid, cold, fire, lightning, or thunder. When the chosen spell strikes a target, it deals an additional 1d6 damage of the selected damage type, even if the creature succeeds at a saving throw against the spell. Once you choose the spell and the damage type for this feat, you cannot change it.

You can only lace a spell with a single effect at a time. You may take this feat multiple times, choosing a different damage type each time.

LACE SPELL: HOLY/UNHOLY

Lacing your spells with energy makes them more effective against either celestial or fiendish creatures.

Prerequisites: Ability to cast at least one spell, Wisdom 13 or greater

You give extra power to a spell cast against either an evil or a good opponent. When taking this feat, select a single-target spell and whether you wish to make it holy or unholy.

- *Holy*. Fiendish creatures suffer an additional 2d6 of damage, whether they succeed at any saving throw for the spell or not.
- *Unholy*. Celestial creatures suffer an additional 2d6 of damage, whether they succeed at any saving throw for the spell or not.

You can only lace a spell with a single effect at a time.

LICH-MADE

While the foul experiments of a lich brought you to life, you count the magic of necromancy as your true father.

Prerequisite: Harrowed

As an inherently magical creature, your unarmed strikes are considered magical for the purposes of overcoming resistance or immunity to nonmagical weapons.

LIQUID SURVIVAL

Through force of will and manipulation of their personal substance, you are able to last longer without a host body.

Prerequisites: Khymer, Constitution 13 or greater

- Increase your Constitution score by 1, to a maximum of 20.
- The time you can survive without a body is measured in minutes instead of rounds. You can live indefinitely in a sealed container, such as an amphora or barrel, until a new host body is made available to you.

LOPING STRIDE

You can run at speed for hours on end without tiring.

Prerequisites: Lykian, Constitution 13 or greater

When traveling overland, you can enter a trance-like running state used most frequently by outriders to their nomadic convoys. Your pace is considered fast (400 feet per minute, 4 miles per hour, 30 miles per day) across simple terrain. If you choose instead to move at normal overland pace (300 feet per minute, 3 miles per hour, 24 miles per day), you can do so and still use stealth.

NECROMANTIC MASTERY

Your necromantic powers are more powerful than those of most other spellcasters.

Prerequisite: Ability to cast at least one spell

Necromantic spells you cast are treated as if your caster level is one higher.

NEGATIVE ENERGY BLAST

You can fire blasts of negative energy from your outstretched hands.

Prerequisite: Ability to cast at least one spell

You have the ability to fire a blast of negative energy as a ranged attack. On a successful hit, the attack deals 1d4

damage plus your spellcasting ability modifier of necrotic damage.

NEGATIVE ENERGY DRAIN

With a touch, you can siphon off negative energy from the undead, drawing it into your marks to charge your body.

Prerequisite: Osirian

As a melee attack, you can attempt to drain energy from an undead creature. The target must make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Constitution modifier. On a failed save, the undead loses 5 hit points and its hit point maximum is reduced by an equal amount. In addition, you heal 5 points of damage, up to your hit point maximum.

PREHENSILE TAIL

You sprout a long tail dexterous enough to be used as an extra arm.

Prerequisites: Infernal, Dexterity 13 or greater

Your tail is strong and limber enough to act as an additional off-hand, allowing for an extra attack with a light weapon as a bonus action. If the weapon has the thrown property, you can make a ranged attack with your bonus action. You don't add your ability modifier to the damage of this bonus attack, unless the modifier is negative. The tail is dexterous enough to open and close doors but cannot perform delicate operations such as picking locks or loading crossbows.

REPLICATE THE DIVINE

The accomplished necromancer has such potent control over negative energies that he may replicate many of the powers that worshippers of death call upon from their deities. Through the careful manipulation of negative energy, you can cast spells normally reserved for clerics of the death domain.

Prerequisite: Ability to cast at least one spell

When taking this feat, choose one spell from the death domain of a level you can cast and add it to your list of spells known. When you prepare the chosen spell, it does not count against your limit of prepared spells for the day.

This feat may be taken more than once to choose another spell from the death domain. You must be of sufficient level to cast the chosen spell.

RESIST POSSESSION

Your spirit is strongly bound to your physical form.

Prerequisite: Wisdom or Charisma of 13 or greater

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- You gain advantage to any saving throw to resist possession of your physical form by a spirit, the *magic jar* spell, or through similar means. If you fail this saving



throw, you can make an additional saving throw at the end of your turn each round until you break free from the possession.

SACRED ARMOR

You are able to sheath yourself in a radiant suit of holy armor for a short period of time.

Prerequisite: Channel Divinity class feature

- Increase your Wisdom score by 1, to a maximum of 20.
- Once per day as a reaction you can expend one use of your channel divinity class feature to armor yourself in a translucent suit of radiant plate armor. With this armor active, bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by 2. The armor lasts a number of rounds equal to your proficiency bonus.

Note: Evil characters may select a similar feat (Profane Armor) that has the same effect but is unholy in nature.

SCAB ARMOR

Your thick blood can be forced through your host's skin, encrusting its flesh and covering it in tough, leathery scabs.

Prerequisites: Khymer, Constitution 13 or greater

As a reaction, you can lower your hit point maximum by 10 points to increase your armor class by an amount equal to your Constitution modifier. If you lower your maximum hit points by 15, you also reduce bludgeoning, piercing, and slashing damage you take from nonmagical weapons by 1 point. These benefits can work while wearing armor. As long as you retain these scabs, you cannot heal the hit points you sacrificed. The benefits of this feat last for

24 hours, after which the scabs flake off. You can use this ability once between long rests.

SHATTERSOUL SABRE

Through practice and force of will, you can concentrate your soul into a more powerful sword with which to strike down your enemies.

Prerequisites: Genesai, Wisdom 13 or greater

- Your shattersoul blade's damage die increases to 1d8. When used against celestial or fiendish creatures, the damage increases to 2d6.
- You can now summon your blade for twice its normal duration.

SOUL STRIKE

You focus your soul, manifesting a psychic blade you can hurl against an enemy.

Prerequisites: Genesai, Wisdom 13 or greater

By expending one use of your shattersoul blade, you can launch it as a ranged weapon attack against an enemy to a range of 20 feet. If the attack hits, you do 2d6 plus your proficiency bonus of lightning damage. Against celestial or fiendish creatures, the shattersoul blade does 2d8 points plus double your proficiency bonus of lightning damage.

SPIRIT DISSERTATION

Though you run the risk of gaining a reputation for conversing with spirits of those long since dead, you can now gain ages-old wisdom from people and creatures that have passed from this world and journeyed into the next.

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- You can cast *speak with dead* once following a long rest.

SUPPRESS THE DIVINE

At times, it becomes wise to hide one's divine origins from the view of others; you, like many exalted, have learned the trick of doing so.

Prerequisites: Exalted, Wisdom 13 or greater

You can suppress your divine nature, pushing it deep within yourself. Upon doing so, you appear to be a normal human, even to spells such as *detect evil and good*. You cannot use your soulword or divine powers while suppressing your divine spark.

TOUCHED BY THE DEAD

You have been touched by death and are both cursed and blessed by a near-death experience.

- Increase your Constitution score by 1, to a maximum of 20.
- You are shrouded in the smell of death. You suffer disadvantage on Intimidation, Performance, and Persuasion checks. You are, however, able to blend in among the undead; mindless undead creatures see you as one of their own and will not interfere with you unless you attack them. You are considered undead for purposes of spells such as *detect evil and good* or the paladin's Divine Sense class feature.

TOXIC SPRAY

With a gurgling roar, you spew forth a stream of your toxic essence at an enemy.

Prerequisites: Khymer, Strength or Dexterity 13 or greater

You can hock a stream of your own bodily fluid at a target within 15 feet. Doing so causes you 1d4 hit points of damage. This attack is a poison attack treated if your target had swallowed your blood, as per the toxic blood racial trait.

UNSCRY

You can shield yourself from magical scrying, often deflecting it to another source.

Prerequisites: Ability to cast at least one spell, Wisdom 13 or greater

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain advantage on any saving throw to resist a scrying attempt, such as by means of the *scrying* spell. To determine the saving throw modifier. In addition, should your saving throw against a scry attempt succeed by 5 or more, the person attempting to scry you receives false information. Only the most powerful magic (such as a *wish* spell) can pierce the veil of unscry.

VAMPIRE BLOODED

You are a descendant of a vampire's bloodline, granting you a greater measure of compared to most of your kind.

Prerequisites: Harrowed

You have small, pointed fangs. When you have successfully grappled a living creature, you can feed upon them as a bonus action. Your vampiric bite drains 5 hit points from the target and heals you for an equal amount, up to your hit point maximum. Any excess hit points you drain are treated as temporary hit points. You can repeat this drain as a bonus action each round you maintain the grapple.

VAULT DWELLER

You were raised in a vault, one of the survival shelters constructed by the osirians and buried beneath the earth. In the dank darkness beneath Abaddon's surface, you have learned to endure great hardships and to find your way around the deep, dark places within the rock.

Prerequisites: Osirian

- You gain proficiency in Constitution saving throws.
- You gain advantage on Survival and Perception skill checks made underground.

WICKED TONGUE

The tongue of the infernal is forked or barbed, literally as well as metaphorically.

Prerequisites: Infernal, Charisma 13 or greater

You gain advantage on two of the following skill checks: Deception, Intimidation, Performance, or Persuasion. You may select this feat multiple times, choosing two different skills each time.

WIGHT-BLOODED

You are the descendent of a wight's bloodline, granting you a measure of power.

Prerequisite: Harrowed

You make an unarmed melee attack. If you hit, the target must make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Constitution. If the creature fails, its hit point maximum is reduced by a number of points equal to your proficiency bonus.

WINGED SOUL

A pair of faint wings made from nothing but light erupts from your back, beating and lifting you into the air.

Prerequisite: Exalted

By expending one use of your soulword summoning racial trait, you can sprout wings from your back, allowing you to fly at a speed of 30 ft. You cannot summon your soulword at the same time while flying. The wings last for up to one minute per character level.

ZEBADIAH 'S BLOOD

You are part of Zebadiah's direct lineage. Thus, you have more potent angelic blood flowing through your veins.

Prerequisites: Exalted

You can use your divine power and soulsword racial traits an extra time per day each. In addition, your blood acts like holy water against the undead. To create a vial of holy water costs you 5 hit points. This blood must be used to create holy water within 24 hours or it congeals and becomes useless.

ZOMBIE BORN

You are the result of a punishment meted out upon a resistant community by their undead lord, visiting the horrors of undead flesh upon the people to beat the defiance out of them.

Prerequisites: Harrowed

As one of the zombie-born you stand among the lowest caste of harrowed that exists; your kind are always commoners. You gain resistance to slashing damage from nonmagical weapons.

NEW SPELLS

BARD SPELLS

0 LEVEL

Dark Bauble
Twinge

1ST LEVEL

Anticipated Attack
Raquel's Secret Desires

2ND LEVEL

Detect Curse
Diabolic Cry

3RD LEVEL

Detect Dreams

6TH LEVEL

Feign Death, Mass

CLERIC SPELLS

0 LEVEL

Dark Bauble

1ST LEVEL

Animate Dead, Minor
Anticipated Attack
Bone Weapon
Burning Brand

Corpse Flesh
Curse of Warts
Decompose Corpse
Deepen Wounds
Explosion of Gore
Gather Corpses
Harper's Anticoagulant
Numb Pain

2ND LEVEL

Decompose Corpse, Greater
Detect Curse
Detect Shapechangers
Diabolic Cry
Examine Coffin
Mark of Air
Mark of Earth
Mark of Fire
Mark of Frost
Mark of Water
Violent Retching

3RD LEVEL

Fuse Skeletal Remains
Seek the Soulless

4TH LEVEL

Feed Darkling
Lust for Undeath
Mark of Air, Greater
Mark of Earth, Greater
Mark of Fire, Greater
Mark of Frost, Greater
Mark of Water, Greater
Teleport Coordinates Transfer

5TH LEVEL

Force Corporeality

6TH LEVEL

Blazing Light
Coma
Crucify Foe
Devein
Feign Death, Mass
Harnagad's Undead Crew
Lifeleech

7TH LEVEL

Virulence

8TH LEVEL

Corpse Storm
Mark of Death
Necromancer's Touch

9TH LEVEL

Judgment of Akosh

DRUID SPELLS

0 LEVEL

Web Splat

1ST LEVEL

Blast of Cold
Decompose Corpse
Deepen Wounds
Mask Scent

2ND LEVEL

Decompose Corpse, Greater
Ice Bolt
Mark of Air
Mark of Earth
Mark of Fire
Mark of Frost
Mark of Water
Violent Retching

4TH LEVEL

Mark of Air, Greater
Mark of Earth, Greater
Mark of Fire, Greater
Mark of Frost, Greater
Mark of Water, Greater

5TH LEVEL

Molten Blast

6TH LEVEL

Healing Interdiction
Exhalation of Spores

7TH LEVEL

Virulence

PALADIN SPELLS

1ST LEVEL

Burning Brand
Numb Pain

RANGER SPELLS

2ND LEVEL

Detect Shapechangers
Mark of Air
Mark of Earth
Mark of Fire
Mark of Frost
Mark of Water

4TH LEVEL

Mark of Air, Greater
Mark of Earth, Greater
Mark of Fire, Greater
Mark of Frost, Greater
Mark of Water, Greater

SORCERER SPELLS

1ST LEVEL

Blast of Cold
Bone Weapon
Burning Brand
Curse of Warts
Deepen Wounds
Explosion of Gore
Harper's Anticoagulant
Identify Diviner
Mask Scent
Numb Pain
Raquel's Secret Desires
Vile Stench
Web Strand

2ND LEVEL

Arcane Healing
Blood Whip
Detect Curse
Detect Shapechangers
Diabolic Cry
Energy Lash
Ice Bolt
Mark of Air
Mark of Earth
Mark of Fire
Mark of Frost
Mark of Water
Netherblade
Pierce
Shrapnel Globe
Violent Retching

3RD LEVEL

Detect Dreams
Induce Vulnerability
Ratenev's Vampiric Weapon
Seek the Soulless

4TH LEVEL

Chains of Vengeance
Coldscreech
Feed Darkling
Flaming Corrosion
Mark of Air, Greater
Mark of Earth, Greater
Mark of Fire, Greater
Mark of Frost, Greater

Mark of Water, Greater
Persistent Missiles
Soul Burst
Teleport Coordinates Transfer
Teleport Tracer

5TH LEVEL

Cross of Lightning
Elemental Shroud
Molten Blast
Overcome Force
Teleport Block
Teleport Redirect

6TH LEVEL

Blazing Light
Blood Tentacles
Bones of Adamantine
Coma
Crucify Foe
Exhalation of Spores
Feign Death, Mass
Flesh to Ice
Harnagad's Undead Crew
Healing Interdiction
Ice to Flesh
Lifeleech
Wall of Spiders

7TH LEVEL

Electrical Deluge
Eyeburst
Tlu Mganga's Night Bolt
Virulence

8TH LEVEL

Chains of Antimagic
Disintegration Field
Mark of Death

9th Level

Duplicate
Judgment of Akosh
Tendrils of Eternal Night

WARLOCK SPELLS

0^{LEVEL}

Dark Bauble
Twinge
Web Splat

1ST LEVEL

Bone Weapon
Cadaverous Form
Corpse Flesh
Curse of Warts
Decompose Corpse

Deepen Wounds
Explosion of Gore
Vile Stench
Web Strand

2ND LEVEL

Arcane Healing
Decompose Corpse, Greater
Detect Curse
Diabolic Cry
Ice Bolt
Netherblade
Violent Retching

3RD LEVEL

Detect Dreams
Induce Vulnerability
Ratenef's Vampiric Weapon

4TH LEVEL

Bone Burst
Chains of Vengeance
Coldscream
Feed Darkling
Soul Burst
Teleport Coordinates Transfer

5TH LEVEL

Spine Tendril
Teleport Block

6TH LEVEL

Blood Tentacles
Coma
Devein
Feign Death, Mass
Flesh to Ice
Harnagad's Undead Crew
Healing Interdiction
Ice to Flesh
Lifeleech
Wall of Spiders

7TH LEVEL

Tlu Mganga's Night Bolt
Virulence

8TH LEVEL

Chains of Antimagic
Corpse Storm
Mark of Death
Necromancer's Touch

9TH LEVEL

Judgment of Akosh
Obliterate Life
Tendrils of Eternal Night

WIZARD SPELLS

0 LEVEL

Black Rainbow
Dark Bauble
Twinge
Web Splat

1ST LEVEL

Animate Dead, Minor
Anticipated Attack
Blast of Cold
Bone Weapon
Burning Brand
Cadaverous Form
Corpse Flesh
Curse of Warts
Decompose Corpse
Deepen Wounds
Explosion of Gore
Gather Corpses
Harper's Anticoagulant
Identify Diviner
Mask Scent
Numb Pain
Raquel's Secret Desires
Vile Stench
Web Strand

2ND LEVEL

Arcane Healing
Blood Whip
Decompose Corpse, Greater
Detect Curse
Detect Shapechangers
Diabolic Cry
Energy Lash
Examine Coffin
Ice Bolt
Mark of Air
Mark of Earth
Mark of Fire
Mark of Frost
Mark of Water
Netherblade
Pierce
Shrapnel Globe
Violent Retching

3RD LEVEL

Detect Dreams
Fuse Skeletal Remains
Induce Vulnerability
Ratenev's Vampiric Weapon
Seek the Soulless

4TH LEVEL

Bone Burst

Bone Crafter
Chains of Vengeance
Coldscream
Feed Darkling
Flaming Corrosion
Lust for Undeath
Mark of Air, Greater
Mark of Earth, Greater
Mark of Fire, Greater
Mark of Frost, Greater
Mark of Water, Greater
Persistent Missiles
Soul Burst
Teleport Coordinates Transfer
Teleport Tracer

5TH LEVEL

Cross of Lightning
Elemental Shroud
Molten Blast
Overcome Force
Spine Tendril
Teleport Block
Teleport Redirect

6TH LEVEL

Blazing Light
Blood Tentacles
Bones of Adamantine
Coma
Crucify Foe
Devein
Exhalation of Spores
Feign Death, Mass
Flesh to Ice
Harnagad's Undead Crew
Healing Interdiction
Ice to Flesh
Lifeleech
Wall of Spiders

7TH LEVEL

Electrical Deluge
Eyeburst
Tlu Mganga's Night Bolt
Virulence

8TH LEVEL

Chains of Antimagic
Corpse Storm
Disintegration Field
Mark of Death
Necromancer's Touch

9TH LEVEL

Duplicate
Judgment of Akosh
Obliterate Life

SPELL DESCRIPTIONS

ANIMATE DEAD, MINOR

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (an onyx gem worth at least 1 gp)

Duration: 24 hours

You touch the corpse of a Tiny animal corpse and animate it as a skeleton (if only bones remain) or a zombie (from a whole corpse).

ANIMATED ANIMAL

Tiny undead, lawful evil

Armor Class 10

Hit Points 3 (1d4+1)

Speed 20 feet

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	12 (+1)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Challenge —

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.

Hit: 1 slashing damage.

ANTICIPATED ATTACK

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

You peer a moment into the future, far enough to be warned of an impending attack. The first against you suffers disadvantage, after which the spell ends.

ARCANE HEALING

2nd-level necromancy

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

After you cast this spell, as an action you expend a spell slot to heal a creature you touch. For every 2 levels of the spell slot you sacrifice, you heal the target creature for 1d8+2 points of damage. For example, expending a 6th level slot allows you to heal a creature for 3d8+6 points.

BLACK RAINBOW

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You grant a creature with darkvision the ability to see and discern colors as if they were in normal light.

BLAST OF COLD

1st-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You hurl a blue-white bolt of screaming cold energy from your fingertip to strike a creature you can see within 30 feet. Make a ranged spell attack against the target. On a hit, it suffers 3d8 cold damage and gains a level of exhaustion.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

BLAZING LIGHT

6th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You focus divine power, projecting a beam of brilliant light from your open palm, out to a distance of 150 feet. If you succeed with a ranged spell attack, the target creature takes 10d8 radiant damage. An undead creature takes 10d10 radiant damage, whereas a construct or an object takes 10d6 radiant damage.

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

BLOOD TENTACLES

6th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (dirt from grave of a strangling victim)

Duration: Concentration, up to 1 minute

This spell draws the blood from corpses and dying creatures in a 20-foot-radius sphere within range, killing those still alive to form horrid tentacles of clotted, black blood. A dying creature must make a Constitution saving throw to avoid this spell's effects. You create one tentacle per level, up to one tentacle per corpse or victim in the area of effect.

Each tentacle has AC 13 with hit points equal to your level and a Strength of 19. Each round you concentrate on this spell, each tentacle can attack a target of your choice adjacent to its corpse using your spell attack modifier. On a hit, a tentacle inflicts 1d8 points of bludgeoning damage and grapples the target (escape DC of 14). A creature grappled by a blood tentacle becomes blinded after the first round and remains so until it escapes from the



grapple. Once a creature escapes the grapple, that tentacle dissipates.

BLOOD WHIP

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell, a favorite among arcane casters with a knack for using blood magic, converts a wounded creature's blood into a weapon that will continue to harm it. The target must be a living creature that has taken hit point damage (not including temporary hit points) during the current encounter. If these conditions are met, the creature must make a Constitution saving throw or else the spell draws some of their blood, causing 1d6 bludgeoning damage. The blood hardens into a whip-like weapon.

Starting on your next turn after you cast this spell, each round as a bonus action you can have this whip attack the creature, using your spell attack modifier. A successful hit does 1d6 bludgeoning damage plus your proficiency bonus. The creature can attempt a new saving throw at the end of each of its turns, with success ending the spell's effect on it.

The blood whip remains with the target even if they move. It cannot make opportunity attacks. If the target creature receives any magical healing, this spell ends immediately.

BONE BURST

4th-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You cause the bones of affected creatures to grow and warp in unnatural—and painful—ways. Each creature you can see within 20 feet of a point you choose must make a Constitution saving throw. A target takes 6d6 of piercing damage on a failed save, or half as much damage on a successful one. In addition, any creature that fails its saving throw has its speed halved and suffers disadvantage on Dexterity and Charisma ability checks.

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.

BONE CRAFTER

4th-level necromancy (ritual)

Casting Time: Special

Range: 30 feet

Components: V, S, M (bones)

Duration: Instantaneous

This spell converts up to 10 cubic feet of bones per level into a product of crafted bone, such as a wall, furniture, or a door. The object created can be any physical object you imagine. This spell has no effect on creatures or magic items. The durability and quality of the crafted item depends on the bones used: fresh bones create strong, sturdy items, while old, brittle bones produce shoddy, fragile objects.

Crafting an item from this spell requires 1 full round per 10 cubic feet of bone to be transformed. If used in conjunction with *animate dead*, you can create truly bizarre items, such as a chair that walks, or a moving wall of bones. Animated bone constructs have a speed of 20 feet and

cannot attack or cause damage. As with transforming inanimate bones, you can create virtually anything within the casting limitations. The GM has final say as to the types of combinations and special effects allowed.

BONE WEAPON

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (bone to be affected by spell)

Duration: Concentration, up to 1 minute

This spell transforms a bone into a weapon for the duration of the spell, after which it crumbles into powder. The bone from a Medium-sized creature functions as a club, while a bone from a Large-sized creature functions as a greatclub. Other weapon types are possible if the bone to be transformed is first shaped with *bone crafter*. Regardless of its type, the bone becomes a magic weapon with a +1 bonus to attack rolls and +2 to damage rolls. You are considered proficient with the weapon for the duration of the spell; however, giving the bone weapon to another character does not transfer this temporary proficiency.

BONES OF ADAMANTINE

6th-level transmutation (ritual)

Casting Time: 1 round

Range: 120 feet

Components: V, S, M (300 gp of adamantine per skeleton)

Duration: Permanent

You turn the bones of one or more skeletons in range to adamantine. You can affect two Medium-sized skeletons or one Large-sized skeleton for each of your levels, increasing their base AC to 13 and granting them resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. When casting this spell on objects created through *bone crafter*, consider each 10-ft. cube of material as the equivalent of eight skeletons.

BURNING BRAND

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, M (torch)

Duration: Concentration, up to 10 minutes

You cause a torch to ignite in a burst of divine fire. You or another creature can wield this torch as a melee weapon that inflicts 2d6 points of fire damage, or 3d6 of fire damage against fiendish and undead creatures. Because the flames are powered by divine magic, they ignore damage resistance or immunity a creature has to fire. You can hurl the torch as a range weapon attack to a range of 20 feet, ending the spell after the attack is resolved.

CADAVEROUS FORM

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

This spell causes your skin to wither and turn to the sickly gray of a long-dead corpse. You appear in all ways as a zombie of your own size and species. The thick leathery skin produced by this spell provides you with a +2 bonus to your AC. You also gain advantage on any Charisma (Deception) checks made to look like a zombie.

CHAINS OF ANTIMAGIC

8th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (link of iron chain)

Duration: Concentration, up to 2 hours

You conjure a set of magical iron chains that wrap around a target in range that you can see. The target creature must make a Dexterity saving throw or else become restrained by the chains. In addition, the chains affect the creature as if it were within an *antimagic field*, suppressing any active spells or magical effects on the creature, as well as any magic items it carries. The restrained creature cannot cast spells or activate magic items.

CHAINS OF VENGEANCE

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Chains of fire wrap around the target. The target must make a Dexterity saving throw. If the creature fails, it becomes restrained and takes 4d6 fire damage. At the start of each of its turns the creature remains bound by the chains, it takes 4d6 fire damage. The creature can spend an action to attempt escape by making its choice of a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC +5. Another creature can use its action to attempt to free the target, but in doing so suffers 4d6 fire damage.

COLDScream

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You emit a chilling, ear-shattering shriek. Each creature in a 30-foot cone must make a Constitution saving throw. A creature takes 3d8 cold damage and 3d8 thunder damage on a failed save, or half as much damage on a successful one.

A nonmagical object that isn't being worn or carried also takes the thunder damage if it's in the spell's area of effect.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, both the cold and the thunder damage increase by 1d8 for each slot level above 4th.

COMA

6th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: S, M (mixture of ground spices)

Duration: Concentration, up to 1 hour

You put a living creature you can see within range into a coma. The creature must make a Wisdom saving throw or fall prone, unconscious. Non-magical attempts to wake the creature automatically fail. A *freedom of movement* spell immediately awakens the target.

CORPSE FLESH

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

When you touch a living creature, its flesh begins to wither and decay. The creature must make a Constitution saving throw or take 2d8 necrotic damage. Until this spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again. A creature affected by this spell resembles a zombie or similar undead and gains advantage on Charisma (Deception) checks made to pass as undead. Once the spell ends, the target's skin reverts to live flesh, but ugly scars remain until after it completes a long rest.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

CORPSE STORM

8th-level necromancy

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (severed head of a good cleric, ritually prepared at a cost of 2,000 gp)

Duration: Concentration, up to 1 minute

You bombard an area with a black, negative energy cyclone filled with corpse parts—heads, severed limbs, and torsos. The whirlwind fills a 20-foot-radius, 40-foot-high cylinder centered on a point in range that you can see.

A creature must make a Dexterity saving throw the first time on a turn it enters the cyclone or that the cyclone enters its space, including when the cyclone first appears. A creature takes 12d6 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, a creature in the affected area must make a Wisdom saving throw or become frightened for as long as the spell persists.

When the spell expires, the corpse parts fall to the ground. The entire affected area is then treated as difficult terrain until the remnants are cleared.

CROSS OF LIGHTNING

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (fur and a glass cross)

Duration: Instantaneous

You launch four strokes of lightning, each 100 feet long by 5 feet wide. One bolt travels in the direction you choose, two bolts travel away from you at opposite 90-degree angles from the first bolt, while the last bolt travels in the opposite direction from the first, forming a cross with your space at the center. Each creature caught in line with a bolt must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being carried or worn.

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

CRUCIFY FOE

6th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

A mass of grasping skeletal arms erupts from the earth beneath a creature you can see within range. The arms attempt to grapple the target, using your spell attack modifier with advantage. If the attack succeeds, the creature is grappled, after which the arms hoist the target ten feet into the air, gripping it as the skeletal monstrosity takes the shape of a crucifix.

At the start of each of its turns, the grappled creature takes 2d8 necrotic damage and its hit point maximum is reduced by an equal amount. The creature can attempt to escape the grapple with a DC equal to your spell save DC. If the creature escapes, it drops 10 feet to the ground and lands prone.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can affect three additional targets for each slot level above 6th. No two targets can be more than 30 feet apart.

CURSE OF WARTS

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (piece of dead skin)

Duration: Permanent



A nimbus of sickly gray energy forms around your hand to curse a creature you try to touch. Make a melee spell attack against the target. On a hit, the creature sprouts warts from head to toe. The warts cause no physical harm and can be removed by means of a *remove curse* or any magic that cures disease. Failing that, the warts can be surgically removed with a successful Wisdom (Medicine) check, or alchemically with an herbalism kit tool check against a DC equal to your spell save DC. A creature covered in warts suffers disadvantage on Charisma (Persuasion) checks.

DARK BAUBLE

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

This spell causes a small, handheld object to throw deep shadows in a 20-foot radius, decreasing the light level by one step from bright light to dim light, or from dim light to darkness. The effect is stationary but can be cast on a movable object. This spell counters the effects of the *light* cantrip such that the two spells cancel each other.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

DECOMPOSE CORPSE

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (pinch of dried fungus)

Duration: Instantaneous

You rapidly decompose the flesh from a single corpse of size Huge or smaller, leaving behind a clean skeleton. If you cast this spell as an attack against a corporeal undead creature such as a zombie or ghoul, it takes 3d4 acid damage.

DECOMPOSE CORPSE, GREATER

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (pinch of dried fungus)

Duration: Instantaneous

You rapidly decompose a single corpse of Huge or smaller size, turning it into fine, powdery dust. The corpse can no longer be magically animated or otherwise become undead, nor will *raise dead* have any effect. A non-animated corpse gets no saving throw. The spell has no effect on living matter.

If this spell is cast as a melee spell attack against a corporeal undead creature such as a skeleton or zombie, the creature takes 7d4 acid damage. If the spell inflicts sufficient damage to reduce the undead to 0 hit points, it is destroyed, turned into powder.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage to an undead creature increases by 2d4 for each slot level above 2nd.

DEEPEN WOUNDS

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (blood-soaked bandage)

Duration: Concentration, up to 1 minute

You unleash a wave of negative energy against a target you can see within range that weakens it. This energy does not damage the target, but instead makes it more susceptible to damage. The target must make a Constitution saving throw. If it fails, it suffers 2 additional points of damage from each weapon attack that hits it while this spell remains in effect.

DETECT CURSE

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

This spell reveals to you whether a creature, object, or area is afflicted by a curse in a 30-foot sphere centered on you. You can determine the exact nature of the curse, such as its effects and its duration, with a successful Intelligence (Arcana) check against a DC equal to the spell save DC of the curse's original caster, or DC 20 if the caster level is unknown. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DETECT DREAMS

3rd-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 8 hours

This spell grants you the ability to see the dreams of sleeping creatures within 30 feet of you. It can also reveal the presence of creatures with the ability to intrude upon dreams, such as a night hag, certain types of devils, or a spellcaster using the *dream* spell. The amount of information this spell reveals depends on how long you study a particular area or subject:

- *1st round:* Presence or absence of dreams. Dreams are present in sleeping mortal creatures with an Intelligence of 2 or greater. You also detect the presence of dream creatures in the area, but not their number or type.
- *2nd round:* Number of dreaming beings and the emotional intensity of their dreams (e.g., good dreams or nightmares). You also discern the number and relative power of dream creatures in the area.
- *3rd round:* By focusing on a single target, you can see its dreams as they unfold. You can also determine the exact types of all dream creatures in the area of effect.
- *1 minute or longer:* For each full minute you focus on a dreamer, you can make a DC 15 Intelligence (Arcana) check to determine one of the following: a) one great desire of the individual; b) one significant event in past month of the individual's life (e.g., two days ago the subject killed three orcs); or c) one significant life event of the individual (e.g., the subject's mother died when he was six).

DETECT SHAPECHANGERS

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (silver coin)

Duration: Concentration, up to 10 minutes

You sense the presence of creatures with the shapechanger special ability, such as a werewolf, regardless of their current forms. This spell also detects other creatures in the area of effect that are currently using transmutation spells or other abilities to assume forms other than their natural ones, such as the *alter self* spell.

If a creature is outside the caster's line of sight but within the spell's area, then the spell reveals its direction but not its exact distance.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DEVEIN

6th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Calling upon the powers of unlife, you extract the veins from a living creature you can see within range—literally pulling the veins out through its skin to land at your feet while the victim dies in slow, unspeakable agony. The creature must make a Constitution saving throw, taking 10d8 necrotic damage on a failed save, or half as much damage on a successful one. If the creature failed its saving throw, at the start of each of its turns it suffers 4d8 necrotic damage. The creature can attempt a new saving throw at the end of each of its turns, with success ending the spell.

DIABOLIC CRY

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

An infernal, terrifying scream emanates from a point you can see in range. Creatures within a 20-foot-radius sphere of this point must make a Constitution saving throw or take 4d8 thunder damage and be frightened. A successful saving throw halves the damage and negates the being frightened.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

DISINTEGRATION FIELD

8th-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (lodestone, pinch of dust)

Duration: Concentration, up to 1 minute

A faint, shimmering green field of destructive energy appears at a point you choose within range. The field fills two 10-foot cubes from that point for the spell's duration. When a creature enters the field's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 12d6 force damage. On a successful save, the creature takes half as much damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing or carrying, except magic items, are reduced to piles of fine dust.

This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates however much of it lies within the *disintegration field's* area of effect. A magic item is unaffected by this spell. Even an object passing quickly through the field, such as a fired arrow, becomes subject to the field's effects.

At Higher Level. When you cast this spell using a 9th level slot, the damage increases to 14d6 force damage and the area of effect increases to three 10-foot cubes.

DUPLICATE

9th-level conjuration

Casting Time: 1 round

Range: Self

Components: V, S, M (two perfectly matched 2,000 gp diamonds)

Duration: Concentration, up to 1 minute

You create a temporary duplicate of yourself and your nonmagical gear. Your duplicate takes on every aspect of your being, including your race, class, and level. This duplicate is not a clone; you control the duplicate as surely as you control yourself, for you and it are a single person: one mind with two bodies. You and your duplicate do not have to stay together and can do anything within your normal capabilities independently.

The duplicate is an exact replica of you at the moment you cast this spell, including your current hit point total and any conditions you suffer. Your duplicate is not, however, affected by any ongoing spell effects, whether beneficial or harmful.

Spells cast by your duplicate use your spell slots and must be drawn from your spells known and spells prepared, if appropriate. If your duplicate uses a class feature (e.g., Channel Divinity) or racial trait (such as a dragonborn's breath weapon racial trait) with a limited number of uses, those uses count against how many times the feature or trait can be used between long or short rests.

If the duplicate dies, the spell ends. If you die, the duplicate becomes a permanent version of you; its gear becomes "real" while your gear disappears.

You cannot have more than one duplicate at a time. A duplicate cannot have a duplicate of its own.

There are stories and legends that tell about how a duplicate created by an evil spellcaster might, when faced with their imminent oblivion, choose to kill their original so that they may take the original's place.

ELECTRICAL DELUGE

7th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (lodestone and square plate of iron)

Duration: Instantaneous

Lightning arcs from you in all directions to a distance of 60 feet. Each creature within 60 feet of you must make a Dexterity saving throw or take 10d8 lightning damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d8 for each slot level above 7th.

ELEMENTAL SHROUD

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Permanent

You cover undead creatures that you have animated with a shroud of energy. You can affect a number of undead creatures equal to your proficiency bonus. This energy can be of one of the following types: acid, cold, lightning, fire, or thunder. Acid shrouds drip with dark, bubbling effluvium; cold shrouds are icy blue and glistening; lightning shrouds crackle with electricity; fire shrouds appear to be molten and burning; and thunder shrouds appear as distortions in the air accompanied by a shrill shriek.

Undead affected by this spell gain advantage on saving throws to resist being turned by the Channel Divinity class feature. They also gain a +2 bonus to AC and inflict an additional 1d6 damage on melee attacks that hit, with the damage type based on the shroud chosen. An undead creature may have only one *elemental shroud* cast upon it at a time.

ENERGY LASH

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (strip of leather)

Duration: Concentration, up to 1 minute

You create a whip made of shimmering force that extends from the palm of your hand. You can use your action to

make a melee spell attack with the whip against targets within 15 feet of you. On a hit, the target takes 3d6 force damage. If the target is a Medium-sized creature or smaller, it must also make a Strength saving throw against your spell save DC or be knocked prone.

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

EXAMINE COFFIN

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (small glass lens)

Duration: Concentration, up to 1 minute

This spell allows you to see the contents of any sealed burial receptacle you touch. The spell also magically illuminates the coffin's interior (as per the *light* cantrip), although it does not enable you to view inside a casket protected by magical means, lead sheeting, or a false bottom. Upon touching the coffin as an action, you receive a cursory view of the coffin's interior that does not reveal hidden objects or precise details—only the general and obvious contents. If you spend a full round examining the coffin, you can make a Perception check to locate any objects not in plain view or gather additional details, but not objects concealed by an appropriate barrier, as described before. The caster may touch and examine multiple coffins until the spell expires.

EXHALATION OF SPORES

6th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (flesh from a plague victim)

Duration: Concentration, up to 1 minute

You exhale a cone-shaped cloud of deadly spores. Each creature in a 30-foot cone must make a Constitution saving throw. A creature that fails its save becomes poisoned and gains one level of exhaustion as the spores germinate and spread through their brain and nervous system. At the start of each turn, an affected creature must make another Constitution saving throw. If the creature fails, it gains an additional level of exhaustion, with the effect ending on a successful save or when the spell expires.

EXPLOSION OF GORE

1st-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You cause one or more Small or Medium corpses in range that you can see to explode in a shower of gore and bone shards. You can affect a number of corpses equal to your proficiency bonus, but no two corpses can be more than 30 feet apart. Each exploding corpse causes 2d8 piercing

damage to every creature adjacent to its space. In addition, an affected creature must make a Dexterity saving throw or become blinded. A blinded creature can spend an action to wipe the gore from its face and clear its vision. For purposes of this spell, undead creatures do not count as corpses.

EYEBURST

7th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A spark of blazing energy detonates in the face of a creature you can see within range. This detonation sears and boils the viscous fluid in its eyes, possibly causing rupture. Make a ranged spell attack against a target you can see within range. The target must make a Constitution saving throw. It takes 8d8 force damage and becomes blinded on a failed save, or half as much damage and no blindness on a successful one. On a failed save, the target creature's eyes burst from their sockets. Eyes destroyed in this fashion can be restored through magical means such as *heal*, *regenerate* or *wish*.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d8 for every slot level above 7th.

FEED DARKLING

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Special

You drain the life force from a target and feed the stolen energy to a creature you summon (e.g., such as with *conjure fey* or *summon greater demon*). Make a melee spell attack against a target you can see within range. The target takes 4d6 necrotic damage. As a bonus action, you can then grant half this amount as temporary hit points to a creature you have summoned. The summoned creature must be within sight to gain these temporary hit points.

If you have not summoned any creatures, the next creature you summon automatically gains these temporary hit points when it appears. Temporary hit points dissipate after 1 hour, whether you have granted them to a summoned creature or not.

FEIGN DEATH, MASS

6th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (pinch of graveyard dirt)

Duration: 1 Hour

Willing creatures you can see within range enter a cataleptic state indistinguishable from death. Each affected creature appears dead to all means of inspection, including

spells and magic items used to determine the target's status. An affected creature is blinded and incapacitated, with a speed of 0. You can affect any number of creatures within range, but no two creatures can be more than 30 feet apart.

FLAMING CORROSION

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You blast a cone of burning acid from your hand. Each creature in a 45-foot cone must make a Dexterity saving throw. A creature takes 2d8 fire damage and 4d6 acid damage on a failed save, or half as much damage on a successful one. In addition, choose one target to be completely doused in the dangerous gout of fiery acid; that creature must make its Dexterity saving throw with disadvantage. If it fails, it suffers maximum damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by one die for both damage types for every two slot levels above 4th.

FLESH TO ICE

6th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (small prism)

Duration: Concentration, up to 1 minute

You turn one creature that you can see within range into a statue of ice. If the target creature's body is made of flesh, it must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to freeze. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails three saves, it turns to ice and becomes petrified. The successes and failures need not be consecutive.

If the creature is broken, melted, or damaged while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is permanently turned to ice until the effect is removed.

FORCE CORPOREALITY

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

A bolt of green light shoots from your fingertips, turning solid one incorporeal creature within 30 feet of you. The target creature becomes corporeal and unable to assume its incorporeal form for the duration of the spell. The creature can move and attack, but loses all benefits and effects associated with its incorporeal movement. Once the duration expires, the target automatically assumes incorporeal form again.

FUSE SKELETAL REMAINS

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Hundreds of bones rise from the soil to surround a willing creature in range you can see. These bones pierce the subject's body and fuse to its skeleton or exoskeleton, encasing them in a shell of skeletal fragments. The creature's size doubles in all dimensions, and its weight is multiplied by four. This growth increases its size by one category—from Medium to Large, for example. Until the spell ends, the target has advantage on Constitution checks and Constitution saving throws gains immunity to poison damage and the poisoned condition. Finally, the creature's AC can't be less than 16, regardless of what kind of armor it is wearing.

While affected by this spell, the creature suffers disadvantage on Dexterity checks and saving throws. Once the spell ends, the bones fall away and the subject gains a level of exhaustion.

GATHER CORPSES

1st-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

This spell calls out to the dead, causing one corpse per level within range to levitate on a cloud of negative energy. These corpses move directly toward you at a speed of 5 feet per round, each one dropping into a space adjacent to when it arrives. If you move, any corpses still levitating will follow you. Once the spell ends, all levitating corpses drop to the ground and remain there, still dead.

HARNAGAD'S UNDEAD CREW

6th-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (remains of a drowned sailor)

Duration: Concentration, up to 24 hours

This spell summons a crew of undead servitors to sail or row a ship for you. These undead automatically know how to crew the ship for as long as you maintain concentration. If you lose concentration, the undead crew collapses into

dust. You can create up to five undead crewmembers per level. These crewmembers are treated as humanoid skeletons. While these crewmembers will not fight, they can operate ballistae or catapults; they are proficient with any siege weaponry on board the ship.

HARPER'S ANTICOAGULANT

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (leech)

Duration: Concentration, up to 1 minute

You target a creature you can see within range, making it susceptible to bleeding. The creature must succeed at a Constitution saving throw or else it suffers 1d4 necrotic damage any round it suffers weapon damage while under this spell's effects. The creature can attempt another Constitution saving throw at the end of each of its turns with success ending this spell. Alternatively, the creature can spend an action to make a DC 12 Wisdom (Medicine) check, ending the spell on a success.

HEALING INTERDICTION

6th-level necromancy

Casting Time: 1 full round

Range: 30 feet

Components: V, S, M (flesh from an intelligent humanoid)

Duration: 24 hours

You curse a living creature you can see within range, preventing it from healing by any means. The creature must make a Wisdom saving throw. If the target fails, it cannot recover lost hit points for as long as it remains affected by this curse. This curse prevents magical healing, natural healing, and even regeneration from restoring lost hit points. This curse can be lifted with a *remove curse* or a *wish* spell.

ICE BOLT

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You launch a bolt of razor-sharp ice at a target you can see within range. If you hit with a ranged spell attack, the bolt inflicts 3d6 piercing damage and 2d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the piercing damage and the cold damage each increase by 1d6 for each two slot levels above 2nd.

ICE TO FLESH

6th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You revert a creature turned to ice back to its normal state, restoring both life and gear. Any creature that has been changed to ice, regardless of size, may be restored.

IDENTIFY DIVINER

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

With this spell active, any time you become aware of being the focus of scrying magic, such as when you succeed on a saving throw against the *scrying* spell, you learn the identity of the person doing the scrying and the means by which they are scrying (e.g., spell, crystal ball, etc.). Normal proof against divination magic, such as nondetection, protects the diviner's identity from this spell.

INDUCE VULNERABILITY

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (piece of leather exposed to a particular energy type)

Duration: Concentration, up to 1 minute

A creature you can see within range must make a Constitution saving throw or become vulnerable to one of the following damage types: acid, cold, fire, lightning, or thunder. If an affected creature has resistance to the chosen energy type, they instead lose that resistance for the duration of this spell. This spell has no effect on a creature's damage immunities.

At Higher Levels. When you cast this spell using a 4th-level or higher slot, you can affect one additional creature for each slot level above 3rd.

JUDGMENT OF AKOSH

9th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You inflict excruciating waves of pain on a number of creatures you can see within range, up to your proficiency bonus. Each creature in that area must make a Wisdom saving throw. Constructs and undead aren't affected. An affected creature suffers disadvantage on attack rolls and ability checks. In addition, a target afflicted with this spell must succeed on a concentration check with the DC equal to your spell save DC in order to cast or to maintain concentration on a spell. A *remove curse* spell ends this effect on a creature.

LIFEELECH

6th-level necromancy

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Instantaneous

You sacrifice a creature and feast on its life force to gain a limited form of immortality. You must first sacrifice a living sentient creature of the same type as you. The creature must be helpless—bound, if nothing else—while you cast the spell. At the culmination of the casting, you strike down upon the victim. If the victim dies from your attack, you draw out its life force and transfer the energy by touching a willing recipient. The subject becomes immune to all aging effects for a number of months equal to the sacrificed creature's CR. A creature slain by this spell can only be restored to life by a successful *resurrection* or *wish* spell. If you fail to kill your sacrificial victim with your attack, this spell automatically fails.

LUST FOR UNDEATH

4th-level necromancy

Casting Time: 1 round

Range: Self

Components: V, S

Duration: Permanent

You unleash a wave of negative energy that bolsters undead. Your spell affects three corporeal undead within a 20-foot-radius sphere of you. These undead gain advantage on saving throws against radiant damage. In addition, they gain advantage on Wisdom saving throws to resist turning attempts.

At Higher Levels. When you cast this spell using a slot of 5th level or higher, you can affect one additional corporeal undead for each spell slot level above 4th.

MARK OF AIR

2nd-level evocation

Casting Time: 1 round

Range: Touch

Components: V, S

Duration: 1 hour

You imprint a white, swirled marking on the face, hand, or other prominent feature on the willing creature touched. The marked creature gains advantage on Dexterity ability checks and a +2 bonus to AC. In addition, as a reaction the affected creature can conjure a shield of swirling air that imposes disadvantage on weapon attacks made against them until the start of their next turn, after which the spell ends.

MARK OF AIR, GREATER

In addition to the benefits gained by the *mark of air* spell, the recipient of this mark gains a fly speed of 40 feet. Also, as a bonus action, the affected creature can invoke a wall of churning air that functions like *wind wall*. The wall remains for up to 10 minutes or until dispelled, after which this spell ends.

MARK OF DEATH

8th-level evocation

Casting Time: 1 round

Range: Touch

Components: V, S

Duration: 8 hours

You imprint a black, skull-shaped brand on the face, hand, or other prominent feature of a willing creature you touch. The creature becomes immune to death spells and effects, including *circle of death* and *finger of death* and the death gaze of the bodak, for example. The creature also gains the benefits of the *death ward* spell as long as the mark remains.

Finally, the recipient creature can launch a pale ashen ray of energy as a ranged attack with a range of 30 feet. If the ray strikes the target, the creature must make a Constitution saving throw. If it fails, it gains two levels of exhaustion and its hit points maximum is reduced by a number of points equal to your proficiency bonus. Using this ray of death ability immediately ends the *mark of death*.

The mark leaves behind a permanent, fine-lined scar on the creature's flesh.

MARK OF EARTH

2nd-level evocation

Casting Time: 1 round

Range: Touch

Components: V, S

Duration: 1 hour

You etch an earth-colored, block-shaped mark on the face, hand, or other prominent feature of a willing creature you touch. The marked creature gains advantage on Strength ability checks and it is treated as one size larger for purposes of how much weight they can lift and carry. In addition, as an action the marked creature can conjure and hurl a large mass of rock as a ranged attack to a range of up to 60 feet. The rock inflicts 6d6 bludgeoning damage on a hit. Using the mass of rock power immediately ends this spell.

MARK OF EARTH, GREATER

In addition to the benefits gained by the *mark of earth* spell, the recipient of this mark gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. In addition, as an action the bearer of the mark can spray a hailstorm of earth and rock from an outstretched hand. All creatures within a 30-foot cone must make a Dexterity saving throw. A creature that fails this save takes 8d6 of bludgeoning damage, with a creature that makes it save taking half this damage. Unleashing this cone of earth immediately ends this spell.

MARK OF FIRE

2nd-level evocation

Casting Time: 1 round

Range: Touch

Components: V, S

Duration: 1 hour



You scorch a reddish, flame-shaped mark on the face, hand, or other prominent feature of a willing creature you touch. The marked creature gains advantage on Dexterity ability checks and advantage on saving throws against fire damage. In addition, the creature can shoot a ray of flame from their palm as a ranged attack with a range of 60 feet. If the attack hits, the target suffers 5d6 fire damage. Using the ray of flame power immediately dismisses the *mark of fire*.

MARK OF FIRE, GREATER

In addition to the benefits gained by the *mark of fire* spell, the recipient of this mark gains resistance to fire damage and advantage on saving throws against spells that inflict fire damage. Also, the marked creature can launch the equivalent of a *fireball* as an action. The creature chooses a point within 150 feet. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature in the area of effect takes 8d6 fire damage on a failed save, or half as much damage on a successful one. Using the fireball power immediately ends this spell.

MARK OF FROST

2nd-level evocation

Casting Time: 1 round

Range: Touch

Components: V, S

Duration: 1 hour

You imprint a blue-white, frostbite mark on the face, hand, or other prominent feature of a willing creature you touch. The creature gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons as a hard, icy coating sheathes their skin. In addition, the marked creature can conjure a spear of ice and hurl it as a ranged

attack against a target they can see within 60 feet. If the spear hits, it inflicts 5d6 cold damage. Using the spear of ice power immediately ends the spell.

MARK OF FROST, GREATER

In addition to the benefits gained by the *mark of frost* spell, the recipient gains resistance to cold damage. In addition, the affected creature can launch a burst of intense cold as an action. The creature chooses a point within 150 feet. Each creature in 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature in the area of effect takes 8d6 cold damage on a failed save, or half as much damage on a successful one. Using the burst of cold power immediately ends this spell.

MARK OF WATER

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You place a wavy blue mark on the face, hand, or other prominent feature of a willing creature you touch. The marked creature gains advantage on Constitution ability checks, and their hit point maximum increases by a number of points equal to your proficiency bonus. In addition, as an action the affected creature can cast a geyser of water from the palm of their hand as a ranged attack. The water gushes forth to a range of 60 feet and inflicts 5d6 bludgeoning damage if it hits. The target struck must also make a Dexterity saving throw or be knocked prone. Using the geyser of water power immediately ends the spell.



MARK OF WATER, GREATER

In addition to the benefits gained by the *mark of water* spell, the recipient gains the ability to breathe water. In addition, as a bonus action the marked creature can teleport from one completely submerged location to the surface of the water directly above that location. If something solid blocks the water's surface directly above, the marked creature will be shunted in a random direction to the nearest safe location above water. Using this teleportation power immediately ends the spell.

MASK SCENT

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, (small red herring)

Duration: 1 hour

This spell conceals all odors emanating from a creature or object. Creatures with the keen smell ability do not gain advantage on Wisdom (Perception) checks that rely on smell to detect the creature protected by this spell. While this spell does not mask scents that the affected creature previously left in its wake, it does prevent the creature from leaving any new scents.

MOLTEN BLAST

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You open a tiny gate to the Elemental Plane of Fire through which blast jets of lava. Choose a point you can see within

range. Each creature in a 5-foot line within 60 feet of this point must make a Dexterity saving throw. A creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one. In addition, a creature that fails its saving throw becomes covered in a thin layer of hardened lava, suffering disadvantage on Dexterity ability checks and saving throws. Removing the rocky residue requires an action.

NECROMANCER'S TOUCH

8th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (severed hand of slain necromancer)

Duration: Concentration, up to 10 minutes

You bestow upon a willing creature you touch the ability to cast *animate dead* as if you had cast the spell yourself using an 7th-level slot. As long as you maintain concentration, the recipient of this spell has control over any undead they animate. If you cease concentration or the spell expires, these undead revert to your control for the next 24 hours, after which they count against the number of undead you can control at a time.

NETHERBLADE

2nd-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You create a sword-like beam of negative energy in your free hand. If you release the blade, it vanishes, but you can summon it back to your hand as a bonus action. You can use your action to make a melee spell attack with this

blade. On a hit, you inflict 2d8 necrotic damage. If you strike an undead creature with this blade, you instead heal it for 2d8 points.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

NUMB PAIN

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

Your touch eases the pain and suffering of a willing creature. If the target completes a short rest while affected by this spell, it regains double hit points for any hit dice it expends. In addition, a creature affected by this spell may ignore up to two levels of exhaustion. Finally, the recipient gains advantage on any saving throw to resist any magical effect that inflicts exhaustion.

OBLITERATE LIFE

9th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (blood from the target creature)

Duration: Instantaneous

You call upon ancient pacts and forgotten powers to annihilate a creature you can see within range, causing it to vanish from existence. The creature must make a Constitution saving throw. If the creature fails, it and everything on its person is utterly destroyed. Even if the target succeeds at its save, it suffers 12d6 necrotic damage.

Short of divine intervention, the target cannot be brought back to life without both *resurrection* and *wish*.

OVERCOME FORCE

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

Components V, S

You protect a creature from force damage, such as that done by the *magic missile* spell. The recipient gains resistance to force damage, as well as advantage on saving throws and ability checks to resist magical force attacks, such as those caused by the *arcane hand* spell. The affected creature can also attempt to walk through a force effect such as that caused by a *wall of force* by making a successful saving throw against the spellcaster's spell save DC.

PERSISTENT MISSILES

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (handful of marbles)

Duration: Concentration, up to 1 minute

You launch a glowing dart of magical force at up to five creatures you can see within range. Make a ranged spell attack against each target. A missile deals 1d6+2 force damage to its target. After attacking, each dart returns and orbits around you until your next turn. Each round as an action, you can launch the missiles again at the same or different targets within range.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell creates one more dart for each slot level above 4th.

PIERCE

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a bolt of disruptive force energy at a target you can see within range. If you hit with a ranged spell attack, the bolt dispels one abjuration spell of 2nd level or lower, such as *mage armor* or *shield*, protecting the target. In addition, the next weapon attack made against that creature before its next turn gains advantage and inflicts extra die of weapon damage.

RAQEL'S SECRET DESIRES

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, M (page from personal journal)

Duration: Concentration, up to 1 minute

With a touch and a moment of concentration, you learn a target creature's subconscious desires and fears. The creature must make a Charisma saving throw. If it fails this save, you gain advantage on the next Charisma ability check you make to influence the creature. The target creature remains unaware that they were manipulated in any fashion.

RATENEF'S VAMPIRIC WEAPON

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You imbue a weapon you touch with the ability to drain life force and transfer it to the wielder. When an attack with this blade hits, the wielder gains temporary hit points equal to half the weapon damage dealt. Until this spell ends, the wielder can make an attack again on each of their turns as an action.

SEEK THE SOULLESS

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (feather dipped in lacquer)

Duration: Instantaneous

A burst of brilliant white magical energy shoots from your hands. Each construct, elemental, fiendish, or undead creature within this 45-foot cone must make a Constitution saving throw. A creature takes 10d6 radiant energy on a failed save, or half as much damage on a successful one. Other types of creatures are unaffected by this spell.

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

SHRAPNEL GLOBE

2nd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (metal slivers)

Duration: Concentration, up to 1 minute

You conjure a sphere of metallic shards into your hand. You can throw the globe at a space you can see within 60 feet as a ranged spell attack. Upon impact, the globe shatters, hurling shrapnel in a 20-foot-radius sphere. Each creature in the area of effect must make a Dexterity saving throw. A target takes 3d6 piercing and 3d6 slashing damage on a failed save, or half as much damage on a successful one.

You can give the shrapnel globe to another creature to throw; however, doing so requires an action in order to attune the globe to the new possessor. Otherwise, it detonates as if you threw it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 piercing and 1d6 slashing for each two slot levels above 2nd.

SOUL BURST

4th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (feather)

Duration: Instantaneous

A bolt of magical energy shoots from your palm to a point you choose within range, surrounding living creatures in a nimbus of ashen gray. Each living creature in a 20-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 10d6 necrotic damage on a failed save, or half as much damage on a successful one. Constructs, elementals, fiends, and undead are immune to this spell. Inanimate objects are not affected by the spell.

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.

SPINE TENDRIL

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

This gruesome spell causes your spine to thrust up from the base of your skull, becoming a prehensile weapon or limb-like tendril in the process. Each round as a bonus action, you can mentally command the tendril to attack a target within 10 feet of your space. The tendril uses your spell attack modifier to hit. If it hits, it does 1d10 plus your proficiency bonus in bludgeoning damage and the target is grappled. For purposes of escape attempts, your tendril has a Strength (Athletics) bonus equal to 10 + your spellcasting ability modifier + your proficiency bonus. Each round the tendril maintains the grapple, you automatically inflict 1d10 + your proficiency bonus in bludgeoning damage.

TELEPORT BLOCK

5th-level abjuration

Casting Time: 1 round

Range: 90 feet

Components: V, S, M (10 gp of gold dust)

Duration: Concentration, up to 8 hours

You ward an area in range against teleportation magic. Choose a point you can see within range. The spell wards a 40-foot cube centered on that point, preventing any form of teleportation magic from working. No creature or item can teleport into or out of the warded area.

TELEPORT COORDINATES TRANSFER

4th-level divination

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You mentally share information about a location very familiar to you with another creature you can see within range. The information you convey is accurate and detailed enough to allow the recipient to teleport to the area as if they were personally very familiar with it. Alternatively, if you cast this spell before casting *teleport*, you can treat your familiarity with the target location as one step better (e.g., viewed once to seen casually, or seen casually to very familiar).

TELEPORT REDIRECT

5th-level conjuration (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 8 hours

You ward an area such that any attempt to teleport into it redirects the incoming creature to another locale of your choice. Select a point within range you can see. A 30-foot-

radius sphere centered on that point is altered such that any teleportation into that area is automatically redirected to another area you select. The alternate location you choose must be one with which you are very familiar, and it must be on the same plane as the original locale.

TELEPORT TRACER

5th-level divination

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

You learn the destination of the most recent teleportation spell (e.g., *misty step*, *teleport*, *teleportation circle*) cast or used within the range of this spell. In addition, you become very familiar with the target location for purposes of teleporting to it.

TENDRILS OF ETERNAL NIGHT

9th-level conjuration

Casting Time: 1 round

Range: 120 feet

Components: V, S, M (black pearl worth at least 5,000 gp)

Duration: Concentration, up to 1 minute

You open a portal in the ground to the Negative Material Plane. The portal forms at a point you can see within range, creating a 10-foot-diameter hole. Each creature standing in this area must make a Dexterity saving throw or fall into the portal. Any creature entering the portal becomes paralyzed and has their hit point maximum reduced by 10 at the start of each of their turns. A creature in the portal can attempt a Constitution saving throw at the end of each of their turns, with success ending the paralysis.

Once the portal opens, four shadowy tentacles wriggle out from the hole. Each tentacle attacks an enemy creature of your choice within 20 feet of the portal, using your spell attack modifier. On a hit, the target is grappled (escape DC equal to your spell save DC + 2). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws.

The round after grappling a creature, as an action a tentacle can reel in its victim, dragging the creature 10 feet closer to the portal.

Each tentacle can be attacked normally and damaged by spells or weapons. A tentacle has AC 20 and hit points equal to your level x 3 and uses your saving throw modifiers. If a tentacle is destroyed, another tentacle rises from the portal to replace it at the start of your next turn.

The portal closes when the spell expires. Once the portal closes, any creature trapped inside is considered slain (or simply lost if immune to life drain) unless they can cast *plane shift* or a similar planar travel spell. Otherwise, victims can only be brought back by using *wish* or a similar spell.

TLU MGANGA'S NIGHT BOLT

7th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (sliver of obsidian, wrapped in black satin)

Duration: Instantaneous

A blast of pure, starless night erupts from your hand in a 100-foot long by 5-foot wide line in a direction you choose. Writhing and crackling like obsidian lightning, the darkness slices through creatures caught in its path, ripping flesh from bone and robbing them of their senses. Each creature in the line must make a Dexterity saving throw. A creature takes 10d6 necrotic damage on a failed save, or half as much damage on a successful one.

In addition, a creature caught in the path of the bolt must make a Constitution saving throw. A creature that fails this save becomes blinded and deafened. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

This spell is most effective when cast at night or in areas of heavy shadow, such as in a narrow alleyway, twisting tunnels, or deep underground. When cast in such circumstances, *Tlu Mganga's night bolt* imposes disadvantage on the Dexterity saving throw of a creature in its path. Conversely, when you cast this spell in daylight or areas well saturated with light, a creature in the bolt's path gains advantage on their Dexterity saving throw.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d6 for each slot level above 7th.

TWINGE

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You point your finger at a living target of up to Large size and afflict it with an unexpected jolt of pain. The target must make a Constitution saving throw or it drops everything held or wielded in its hands. A mount, such as a horse, targeted by this spell may bolt or rear if it fails its saving throw. Constructs, elementals, plants, and undead are immune to this spell.

VILE STENCH

1st-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (piece of garbage)

Duration: Concentration, up to 1 hour

A creature you touch exudes the awful stink of the foulest of sewers in the heat of summer. If you hit your target with a spell attack, the target radiates its stench in a 10-foot-

radius sphere. Any living creature that enters or starts its turn within the area of effect must make a Constitution saving throw. A creature that fails this save becomes poisoned for as long as they remain within 10 feet of the affected target, and for one additional round after leaving the area of effect.

VIOLENT RETCHING

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

The overwhelming need to retch overcomes a living creature you can see within range. The target must make a Constitution saving throw against poison. If it fails, it becomes poisoned and takes 1d12 poison damage. An affected creature can attempt a new saving throw at the end of each of its turns, with a success ending this spell. Creatures that do not eat or are immune to poison automatically succeed on this saving throw.

VIRULENCE

7th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Until dispelled

You infect a target you touch with the following diseases: cackle fever, sewer plague, and sight rot (see the core rules for information about these diseases). These diseases take effect immediately, without an onset time or other delay. The target creature must make a Constitution saving throw against your spell save DC for each disease. If the creature fails a save, it contracts that disease and suffers the effects caused by that disease.

Then, one day after becoming infected, the target can spread the diseases it contracted to other living creatures. Any living creature that comes within 20 feet of the target must make a Constitution saving throw (using your spell save DC) against each disease infecting the target. On each failed save, the creature becomes infected with that disease.

Each respective disease, not the spell, applies its effects to those failing their saves. For the target to rid itself of the effects of this spell, each disease must be individually cured by magical means, such as *lesser restoration*.

WALL OF SPIDERS

6th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (spider egg sac)

Duration: Concentration, up to 10 minutes

A writhing mass of magical poisonous spiders appears at a point you choose within range. These spiders instantaneously coalesce into a solid wall. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. Although it need not rest on a solid surface, it must be anchored to a wall, floor, or ceiling at each end. The wall can be formed into almost any shape. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels, each five feet thick. Each wall panel must be contiguous with another panel. The wall can be up to five feet in thickness. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side). Each time a creature touches the wall, it must make a Constitution saving throw. On a failed save, a creature takes 5d6 poison damage, or half as much damage on a successful save.

A creature can attempt to force its way through the wall as an action with a Strength (Athletics) check against your spell save DC. A creature that attempts this suffers disadvantage on its Constitution saving throw to resist the poison damage. If the creature fails to push through the wall, it becomes restrained in that space with the escape DC equal to your spell save DC and must make a new Constitution saving throw against poison each round it remains stuck.

The wall is an object that can be damaged and thus breached. It has AC 13 and 20 hit points per 10-foot section. Reducing a 10-foot section of wall to 0 hit points destroys it and leaves behind a viscous puddle of sticky goo in the space the wall occupied. The space the wall once occupied, and those adjacent to it, are treated as difficult terrain until the spell ends.

A *disintegrate* spell destroys this wall instantly. Note, these spiders are not natural or living creatures and cannot be affected as such.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage the wall deals increases by 2d6 for each slot level above 6th.

WEB SPLAT

Conjuration cantrip

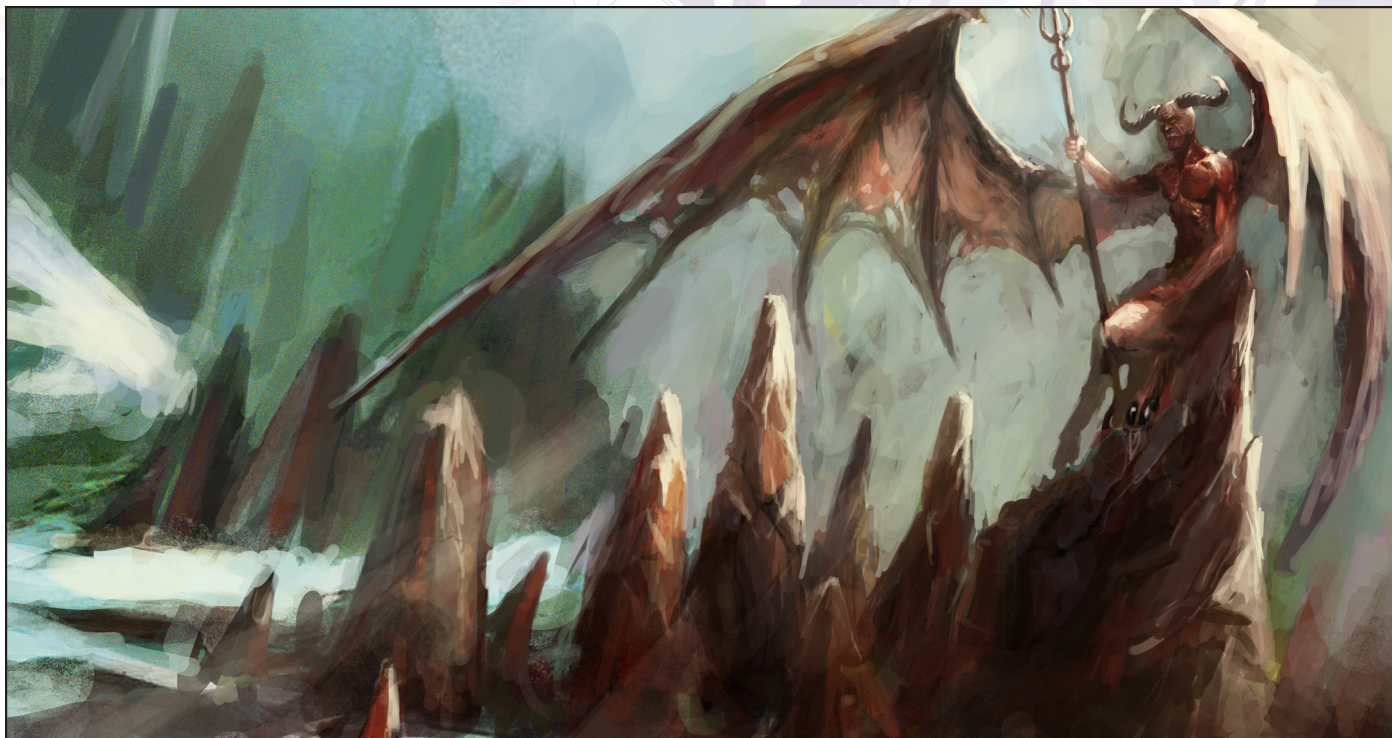
Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You create a strong blob of sticky webbing at a point you can see within range. You can use this webbing to stick two objects together, stick an object to the floor, or attempt to stick a creature's foot to the floor or its hand to an object. You can also attempt to hinder a creature's eyes with webbing to temporarily obscure its vision. The creature must make a Dexterity saving throw. If it fails, the creature's eyes are obscured, giving it disadvantage on Wisdom (Perception) checks that rely on sight. The creature can



remove the webbing as an action with a DC 10 Strength check. If you web two objects together, they require a DC 10 Strength check to tear away as an action. The webbing can support about 100 pounds. Fire destroys the web splat after 1 round.

WEB STRAND

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a single rope-like strand of spiderweb to stick at a point of your choice within range. The web adheres to objects either on one or both ends you choose. This allows you to anchor the strand to a solid surface, such as a wall or ceiling, or between two surfaces. The web can function like a rope with a grappling hook, or like a leash, for example. You can adhere the web to a creature if you succeed at a ranged spell attack. The web strand can support up to 200 pounds of weight. Pulling free from the adhesive end of the strand requires a successful Strength check against your spell save DC. Flames destroy a web strand after 1 round. A web strand is AC 11 and has a hit points equal to your proficiency bonus with resistance to piercing and bludgeoning damage from nonmagical weapons.

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