

Prophetic Chant

2nd level divination (*Bard, Cleric*)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a voodoo doll)

Duration: Concentration, up to 1 minute

You start chanting a melody of destruction and ruin. As long as you are concentrating on this spell, when a creature within 30 feet of you that can hear you makes an attack roll, saving throw, or ability check, you can use your reaction to afflict it with the song's curse. They must succeed on a Wisdom saving throw or have disadvantage on the roll. On a successful save a creature becomes immune to the effect of the song until you cast the spell anew.

Dark Transposition

3rd level conjuration (*Sorcerer, Wizard, Warlock*)

Casting Time: 1 action

Range: 30 feet

Components: V S

Duration: Instantaneous

You target a creature that you can see within 30 feet of you. They must succeed on a Charisma saving throw, a creature can choose to willingly fail this saving throw. On a failed save, you magically swap position with the creature. This spell fails if you are not standing on solid ground when casting the spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range of the spell increases by 15 feet for each spell slot level above 3rd.

Eyeburn

3rd level evocation (*Bard, Cleric*)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (mirror powder)

Duration: Instantaneous

You hurl an orb of light at your target's eyes. Make a ranged spell attack. On a hit you deal 3d12 radiant damage and the target becomes blinded. A blinded target can make a Constitution saving throw against your spell save DC at the end of each of its turns, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radiant damage increases by 1d12 for each spell slot level above 3rd.

Investiture of Shadows

6th level transmutation (*Sorcerer, Wizard, Warlock*)

Casting Time: 1 action

Range: Self

Components: V S

Duration: Concentration, up to 10 minutes

Until the spell ends, shadows swirl around you, turning dim light within 20 feet of you into darkness, and bright light in the same area to dim light. You can see in these shadows. You gain the following benefits:

- You gain a flying speed of 30 feet. If you are still flying when the spell ends, you fall, unless you can somehow prevent it.
- You are immune to necrotic damage and have resistance to psychic damage.
- You can use your action to create a 15-foot sphere of darkness centered on a point you can see within 60 feet of you. Each creature in that area must make an Intelligence saving throw. A creature sees its nightmares come to life on a failed save and takes 3d10 psychic damage and become frightened for 1 minute, or half as much damage on a successful one. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Investiture of Light

6th level transmutation (*Sorcerer, Wizard, Warlock*)

Casting Time: 1 action

Range: Self

Components: V S

Duration: Concentration, up to 10 minutes

Until the spell ends, pure light covers you, shedding bright light within 20 feet of you and dim light 20 feet beyond that. This light is considered sunlight. You gain the following benefits:

- Your movement speed increases by 10 feet.
- You are immune to radiant damage
- Creatures that rely on sight to locate you have disadvantage on their attack rolls.
- You can use your action to create a 15-foot sphere of light centered on a point you can see within 60 feet of you. Each creature in that area must make a Dexterity saving throw. On a failed save and takes 3d8 radiant damage and becomes blinded for 1 minute, or half as much damage on a successful one. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.