

## Antilife Orbs

5th level evocation (*Sorcerer, Wizard, Warlock*)

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V S M (a drop squid ink)

**Duration:** Instantaneous

4 orbs charged with anti life emerge from your fingertips. Make a ranged spell attack roll against 4 different creatures within range, this spell cannot target undeads or constructs. An orb deals 5d4 necrotic damage on a hit. Alternatively you can focus all the orbs to attack a single creature.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, you create one additional orb for each slot level above 5th.

## Vanishing Strike

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

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 round

You disappear from the battlefield and teleport to a harmless demiplane, whilst there you are incapacitated. At the start of your next turn you reappear in an empty space within 30 feet of your original location. As you reappear you can use your reaction to strike one foe within 5 feet of you. Make a melee spell attack roll against the target, you have advantage on the roll. On a hit you deal 4d10 necrotic damage and the target cannot take attacks of opportunity until the end of your turn.

## Life Leech

necromancy cantrip (*Sorcerer, Wizard, Warlock*)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

Make a melee spell attack against a creature within range. On a hit you deal 1d8 necrotic damage and regain half as many hit points.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## Infuse Darkness

2nd level transmutation (*Cleric, Warlock*)

**Casting Time:** 1 action

**Range:** 90 feet (10-foot cube)

**Components:** V S

**Duration:** 1 minute

Choose a 10-foot cube area of darkness that you see within range, for the duration the darkness becomes a solid structure. Any creature or unsecured object located in the area are forcefully pushed out of the cube, to the nearest empty space. They must succeed on a Strength saving throw or take 2d10 force damage, or half as much on a successful save. If the area becomes dim light or bright light during the duration of the spell, the spell ends early.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the area you can turn to solid increase by 5-foot cube per spell slot level above 2nd.

## Grasping Shadows

2nd level conjuration (*Sorcerer, Wizard, Warlock*)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V S

**Duration:** Concentration, up to 1 minute

You summon tendrils of darkness to assault your foes. A target within range must succeed on a Strength saving throw or take 3d6 necrotic damage and be grappled by the tendrils. These tendrils also reach inside the Ethereal Realm. A creature attempting to teleport out of these tendrils must succeed on a Charisma saving throw against your spell save DC, or fail to do so. If the target is in an area of darkness, it has disadvantage on the save.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd Level or higher, you can target on additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

## Condensed Daylight

3rd level evocation (*Cleric, Druid*)

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V S

**Duration:** Concentration, up to 1 minute

A 20-foot-radius sphere of light spreads out from a point you choose within range. The Sphere is bright light and sheds dim light for an additional 20 feet, the bright light of this spell is considered daylight. Creatures in the sphere take 2d10 radiant damage at the start of each of their turns.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object with and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. The spell cannot originate from a creature or a worn or held object.

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

**At Higher Levels.** The radiant damage increases by 1d10 for each spell slot level above 3rd.