

ILKHANA'S GRIMOIRES
BEYOND NECROMANCY

MATTHEW JARMAK



Ilkhana's Grimoires: Beyond Necromancy

New lore, magic items, and spells for D&D 5E

By Matthew Jarmak

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Introduction

Centuries or perhaps even millennia ago, there lived an arch-necromancer. The details of their life have been lost to time. Most of what is believed about them is rumor, faded and tattered nearly to the status of myth. But they did exist, and they left behind both a name and a legacy; Ilkhana's Grimoires.

Like most wizards, their legacy was in the form of spellbooks. Seven of them are known to exist, and rumors abound of an eighth. Of the seven, each one is dedicated to a different school of magic. But not the school of magic as it is usually used; rather, each one is dedicated to a single school of magic, reinterpreted through the lens of Necromancy. The spells in these books may not themselves be necromantic, but make no mistake, they stride along the border between life and death. Chapter 2 describes the grimoires themselves, while Chapter 3 describes the new spells contained within them.

The eighth book, if it exists at all, is different. The seven lesser grimoires are enchanted, in their own small ways. They possess magic both in their pages and in their being. The eighth book, so the legends say, is not enchanted; it contains no power but knowledge. According to legend, the eighth book holds the secrets of immortality, of how to step beyond death and embrace eternity; the secret rites that create greater undead, such as death knights and liches.

As these grimoires have existed for a long time, the spells in them are not uniquely

available within them. At the DM's discretion, these spells may be available whether or not the grimoires have been found or are being used in the campaign.

RUMORS OF ILKHANA

As an ancient necromancer, there have been tales and rumors about Ilkhana for a long time. Characters might know some of these. A character who makes an Intelligence (History) or Intelligence (Arcana) check will have heard a number of rumors based on their check result. Two tables are provided, one for rumors about Ilkhana in the Forgotten Realms setting and one for rumors about Ilkhana in the Eberron setting.

Rumors of Ilkhana

Check Result	Rumors Known
Less than 10	No rumors
10-14	One rumor
15-19	Two rumors
20 or higher	Three rumors

In addition to the rumors they have heard, any character who gets a 10 or higher will have heard of the existence of the grimoires; that they are at least seven of them, and the eighth may exist. Any character who gets a 15 or higher will have heard that each one is dedicated to a school of magic interpreted through necromantic principles, and any character who gets a 20 or higher will know the names of the grimoires and what school they are associated with.

The truth of these rumors is left up to the DM for their own campaign. It is unlikely that

all of them (or even most of them) are true. Some rumors may even contradict each other, or contain factual errors about other topics, making it even less likely that they would all be true. Some rumors make

reference to secret or obscure topics; having heard the rumor does not necessarily mean that the character knows anything about the particular topic referenced, just that they have heard the name at some point.

Ilkhana in the Realms

d20 Rumor

- 1 Szass Tam learned much from Ilkhana's Will, but lost the book when a renegade apprentice stole it and ran. When the apprentice was found and (messily) killed, the book was gone.
- 2 The Halruaan wizard Akhlaur was inspired to create the laraken by what he read in Ilkhana's Gift.
- 3 Candlekeep possesses, and has for centuries, a complete transcription of every book. The only person they have ever allowed to read them is Laeral Silverhand.
- 4 Aumvor the Undying's method of leeching life from servitors was inspired by reading Ilkhana's Aegis.
- 5 The Witch-King Zhengyi was inspired to enchant his Books of Creation by rumors of the power of Ilkhana's Grimoires, though he never read them himself.
- 6 A priest of Lathander once found one of the Grimoires in a secondhand market stall, and was driven irrevocably insane by reading it.
- 7 If analyzed properly, the text of the Grimoires predicts the future.
- 8 Each grimoire has the soul of an archmage trapped in it, who specialized in the same school as the grimoire.
- 9 When Netheril was new, Ilkhana was already ancient.
- 10 The Zakharan necromancer Alim Baybars caused irreparable damage to his own face by miscasting a spell out of Ilkhana's Breath.
- 11 Black Garius of Luskan's Arcane Brotherhood used the spells in Ilkhana's Sight to gather information on his political opponents.
- 12 Daelyrthimachian, the Jet-Boned Tyrant, had the opportunity at one point or another to add each of Ilkhana's Grimoires to his hoard, but declined each time, as he felt that non-draconic necromancy was beneath him.
- 13 Ilkhana read the Nether Scrolls before writing the Grimoires.
- 14 The Emperor Tan Chin of Shou Lung used Ilkhana's Grasp to control his undead army.
- 15 The necromantic blade Drinker of a Thousand Lives remembers Ilkhana's Reach, and hates it.
- 16 Hodkamset, the Mulhorandi necromancer and right hand of Set, was a faithful cleric of Osiris until he read Ilkhana's Whisper.
- 17 The oldest recorded use of the word 'phylactery' is in Ilkhana's Will.
- 18 Halaster Blackcloak has read at least three of Ilkhana's Grimoires, then tossed them aside as garbage, unimpressed.
- 19 Sammaster, founder of the Cult of the Dragon, discovered the method to create a dracolich in a dream where a shadowy figure identifying themselves as Ilkhana whispered the formula to him.
- 20 If asked about Ilkhana's Grimoires via magic, Kelemvor will immediately send his servants to slay the questioner.

Ilkhana in Eberron

d20 Rumor

- 1 Ilkhana was a servant of the daelkyr, but escaped their service after learning what they could.
- 2 Ilkhana's Gift is currently in the library of Mordain the Fleshweaver.
- 3 Rituals devised by Ilkhana were instrumental in the birth of Erandis Vol.
- 4 The Draconic Prophecy mentions Ilkhana and their grimoires precisely thirteen times.
- 5 For reasons unknown, the spells contained in Ilkhana's Grimoires cannot be contained in an Eberron dragonshard.
- 6 Ilkhana's Grasp and Ilkhana's Whisper were lost in Karrnath for many years. Their influence is the reason why Karrnath has no taboo against undead.
- 7 Quori are incapable of seeing any of Ilkhana's Grimoires. Kalashtar see them only dimly, having trouble focusing on them.
- 8 Ilkhana bore the first aberrant dragonmark.
- 9 If all of Ilkhana's Grimoires are brought to the Vault of the Keeper, the wyrm Khyber will be freed.
- 10 When the Genesis Forge was destroyed, the world lost the only reliable way to destroy Ilkhana's Grimoires.
- 11 For a brief period of time, the Order of the Emerald Claw had all of Ilkhana's Grimoires, though not in the same place. While trying to carry them to a central location, each caravan suffered a unique misfortune and all were lost again.
- 12 If fed to the Madstone, a specific one of Ilkhana's Grimoires would cure it. Any of the others being fed to it would horribly kill everyone nearby.
- 13 The Lord of Blades believes Ilkhana's Grimoires were responsible for the Day of Mourning.
- 14 Merrix d'Cannith has quietly let it be known that he will pay handsomely for anyone who can bring him Ilkhana's Will, and lesser payments for any of the others.
- 15 House Kundarak has a vault specifically for storing Ilkhana's Grimoires whenever a client has a grimoire they would like to store.
- 16 Although the Church of the Silver Flame of course condemns them as necromantic horrors, the Keeper of the Flame has never personally condemned the grimoires.
- 17 Three of the Grimoires were once part of Rhaashak's hoard, but he has never been able to leave his ancient guardian duties to retrieve them.
- 18 House Sivis once failed to make a copy of Ilkhana's Will and was forced to refund the customer.
- 19 The Mosaic Committee took their name from the patterns on Ilkhana's Aegis.
- 20 The Mark of Warding cannot protect against the spells in Ilkhana's Grimoires.

The Grimoires

Ilkhana's Grimoires are a set of seven enchanted spellbooks, and one (supposedly) nonmagical book. Each of the books has a number of spells contained in it. In addition, each of the seven enchanted books is a magical item of varying rarity. Within these grimoires, spells are sometimes referred to by a different name than they are commonly known. When this is the case, the spell is listed first as the name it is referred to within the grimoire, then by the common name in parentheses. For example, Ilkhana's Gift refers to Alter Self as Reshape Flesh. It is written as Reshape Flesh (Alter Self) in the book's description.

In addition, many of the spells contained in these grimoires are new spells. Spells listed in *italics* are new, and can be found in Chapter 3: New Spells. All other spells can be found in the Player's Handbook.

ILKHANA'S REACH

Wondrous item, very rare, requires attunement

This book has a night-blue leather cover with purple runes adorning it. Its pages are exceptionally thick, and feel sticky to the touch.

Ilkhana's Reach is the spellbook that focuses on spells of Conjunction. While attuned to it, when summoning creatures with a conjunction spell, you may choose to summon undead creatures instead. The undead creatures summoned have their normal stats, but are immune to poison damage and

resistant to necrotic damage. They are immune to the charmed, frightened, and poisoned conditions.

Ilkhana's Reach contains nine Conjunction spells, one for each level.

Ilkhana's Reach

Level	Spell
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1	Fog Cloud
2	<i>Call Wolf</i>
3	Grave Stench (Stinking Cloud)
4	Evard's Black Tentacles
5	Cloudkill
6	<i>Summon Undead</i>
7	<i>Vipergout</i>
8	<i>Asphyxiating Murk</i>
9	<i>Obliterating Globe</i>

ILKHANA'S GRASP

Wondrous item, rare, requires attunement

This book has a deep purple cover, splashed with a spiraling explosion of pink and white. Its pages sparkle invitingly when in dim light.

Ilkhana's Grasp is the spellbook that focuses on spells of Enchantment. While attuned to it, your enchantment spells ignore the condition immunities of undead creatures.

Ilkhana's Grasp contains nine Enchantment spells, one for each level.

Ilkhana's Grasp

Level	Spell
1	Death Grins (Tasha's Hideous Laughter)
2	Brief Grave (Hold Person)
3	<i>Control Undead</i>
4	Confusion
5	Dominate Person
6	<i>Mind Fog</i>
7	<i>Seizure</i>
8	Feeblemind
9	Power Word Kill

ILKHANA'S AEGIS

Wondrous item, uncommon, requires attunement

This book has a bone-white leather cover inscribed with geometric designs in gold. Its pages are thin and rustle slightly when touched.

Ilkhana's Aegis is the spellbook that focuses on spells of Abjuration. While attuned to it, whenever you cast an abjuration spell, you gain immunity to poison damage and resistance to necrotic damage for one round.

Ilkhana's Aegis contains nine Abjuration spells, one for each level.

Ilkhana's Aegis

Level	Spell
1	Protection from Good (and Evil)
2	<i>Embrace Undeath</i>
3	Remove Curse
4	<i>Soulshield</i>
5	<i>Resolute Endurance</i>
6	<i>Spiritwrack</i>
7	Symbol
8	Mind Blank
9	Imprisonment

ILKHANA'S SIGHT

Wondrous item, uncommon, requires attunement

This book's cover is the color of aged parchment. Its pages are loosely bound, and can easily be removed and replaced. The pages themselves are gleaming white vellum.

Ilkhana's Sight is the spellbook that focuses on spells of Divination. While attuned to it, whenever you cast a divination spell, you gain immunity to the charmed, frightened, and paralyzed conditions for one round.

Ilkhana's Sight contains nine Divination spells, one for each level.

Ilkhana's Sight

Level	Spell
1	<i>Dead Man's Eyes</i>
2	Detect Thoughts
3	<i>Master the Dead Tongue</i>
4	<i>Know Flesh</i>
5	Contact Other Plane
6	True Seeing
7	<i>Consume Knowledge</i>
8	<i>Hindsight</i>
9	Foresight



ILKHANA'S BREATH

Wondrous item, rare, requires attunement

The cover of this book is a deep crimson color. Whorls of purple leaping out from the center create the impression of dark flames. The pages are gilded with copper around the edges, and are slightly warm to the touch.

Ilkhana's Breath is the spellbook that focuses on spells of Evocation. While attuned to it, when you cast an evocation spell that deals damage, you may choose for half the damage to be necrotic damage. Living creatures who fail their saving throw against the spell and take necrotic damage from it are sickened for 1 round, suffering disadvantage on attack rolls and ability checks.

Ilkhana's Breath contains nine Evocation spells, one for each level.

Ilkhana's Breath

Level	Spell
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1	<i>Nightfall</i>
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2	Darkness
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3	<i>Lance of Winter Night</i>
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4	<i>Blastbones</i>
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5	Cone of Cold
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6	Otiluke's Freezing Sphere
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7	<i>Pernicious Eruption</i>
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8	<i>Death's Breath</i>
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9	<i>Dark Star</i>
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ILKHANA'S WHISPER

Wondrous item, rare, requires attunement

This book has no visible cover, though the pages remain tightly bound together. The pages themselves seem utterly ordinary in all respects, and even the lack of a cover does not seem remarkable to those who do not distinctly focus on it.

Ilkhana's Whisper is the spellbook that focuses on spells of Illusion. While attuned to it, living creatures who fail their saving throw against your illusion spells are frightened of the illusion for one round, or of you if there is no visible illusion.

Ilkhana's Whisper contains nine Illusion spells, one for each level.

Ilkhana's Whisper

Level	Spell
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1	Veil Form (Disguise Self)
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2	Invisibility
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3	Fear
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4	Phantasmal Killer
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5	<i>Shroud of Undeath</i>
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6	<i>Devour Fear</i>
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7	Simulacrum
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8	<i>Face of Death</i>
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9	Weird
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ILKHANA'S GIFT

Wondrous item, rare, requires attunement

This book has a cover of forest-green leather, embossed with the silhouette of an animal. The specific animal silhouetted will randomly change, but never when anyone is watching.

Ilkhana's Gift is the spellbook that focuses on spells of Transmutation. While attuned to it, when you cast a transmutation spell on a willing creature, you may choose to transform them into an undead creature for the duration of the effect. They gain immunity to poison damage and the poisoned condition, and resistance to necrotic damage. They are also vulnerable to radiant damage and suffer disadvantage on Charisma checks.

Ilkhana's Gift contains nine Transmutation spells, one for each level.

Ilkhana's Gift

Level Spell

1	<i>Nerveskitter</i>
2	Reshape Flesh (Alter Self)
3	Shed Flesh (Gaseous Form)
4	Life Shaping (Polymorph)
5	<i>Step Beyond the Veil</i>
6	Disintegrate
7	Etherealness
8	<i>Heart of Stone</i>
9	Slay Seconds (Time Stop)

ILKHANA'S WILL

Wondrous item, legendary, requires attunement

This book is much larger than the others, a weighty tome with an ink-black leather cover. Its pages are made of an unidentifiable dark metallic foil, stamped with letters in white.

Ilkhana's Will is the spellbook that focuses on spells of Necromancy. Although myth and legend say that this book is not enchanted, the fact that it is impossible to copy and the effects it has had on those who supposedly possessed it argue otherwise. While you possess Ilkhana's Will, you may attune to any number of Ilkhana's Grimoires as if they were a single item. (You must still possess each book you wish to attune to.) While you are attuned to Ilkhana's Will, you may ignore the school requirements for the effects of the other Grimoires that you are attuned to. For example, if you were also attuned to Ilkhana's Whisper, you could force living creatures who fail their saving throw against a Fireball you cast to be frightened of you for one round, even though Fireball is not an Illusion spell. You must still meet all other requirements

involved in the effect (for example, in order to transform creatures into undead with the effect of Ilkhana's Gift, the creatures must still be willing).

Ilkhana's Will contains eighteen Necromancy spells, two for each level. In addition, Ilkhana's Will contains the rituals necessary to transform creatures into greater undead. These rituals will be described in a future product, The Secrets of Ilkhana's Will.

Ilkhana's Will

Level Spells

1	False Life, <i>Raise Skeleton</i>
2	Ray of Enfeeblement, <i>Raise Zombie</i>
3	Animate Dead, Vampiric Touch
4	Blight, <i>Drain Life</i>
5	<i>Vitality Onslaught</i> , <i>Sensory Deprivation</i>
6	Circle of Death, Create Undead
7	Finger of Death, <i>Investiture of Death</i>
8	Clone, <i>Sunder Soul</i>
9	<i>Siphon Soul</i> , <i>Possession</i>



Not all who seek Ilkhana's Grimoires survive the search.

New Spells

BARD SPELLS

1st Level

Dead Man's Eyes (divination)
Nerveskitter (transmutation)

3rd Level

Control Undead
(enchantment)
Master the Dead Tongue
(divination)

4th Level

Know Flesh (divination)

5th Level

Sensory Deprivation
(necromancy)
Shroud of Undeath (illusion)
Step Beyond the Veil
(transmutation)

6th Level

Devour Fear (illusion)
Mind Fog (enchantment)

7th Level

Consume Knowledge
(divination)
Seizure (enchantment)

8th Level

Face of Death (illusion)
Hindsight (divination)

CLERIC SPELLS

1st Level

Dead Man's Eyes (divination)
Nightfall (evocation)
Raise Skeleton (necromancy)

2nd Level

Embrace Undeath (abjuration)
Raise Zombie (necromancy)

3rd Level

Control Undead
(enchantment)
Master the Dead Tongue
(divination)

4th Level

Know Flesh (divination)
Soulshield (abjuration)

5th Level

Resolute Endurance
(abjuration)
Sensory Deprivation
(necromancy)
Vitality Onslaught
(necromancy)

6th Level

Spiritwrack (abjuration)
Summon Undead (conjuration)

7th Level

Consume Knowledge
(divination)
Investiture of Death
(necromancy)

8th Level

Heart of Stone (transmutation)
Hindsight (divination)
Sunder Soul (necromancy)

9th Level

Siphon Soul (necromancy)

DRUID SPELLS

1st Level

Nerveskitter (transmutation)

2nd Level

Call Wolf (conjuration)

4th Level

Know Flesh (divination)

5th Level

Step Beyond the Veil
(transmutation)

7th Level

Pernicious Eruption
(evocation)
Vipergout (conjuration)

PALADIN SPELLS

2nd Level

Embrace Undeath (abjuration)

5th Level

Resolute Endurance
(abjuration)

RANGER SPELLS

1st Level

Nerveskitter (transmutation)

2nd Level

Call Wolf (conjunction)

SORCERER SPELLS

1st Level

Nerveskitter (transmutation)

Nightfall (evocation)

Raise Skeleton (necromancy)

2nd Level

Call Wolf (conjunction)

Embrace Undeath (abjuration)

Raise Zombie (necromancy)

3rd Level

Control Undead

(enchantment)

Lance of Winter Night

(evocation)

4th Level

Blastbones (evocation)

Drain Life (necromancy)

Soulshield (abjuration)

5th Level

Resolute Endurance

(abjuration)

Sensory Deprivation

(necromancy)

Step Beyond the Veil

(transmutation)

Vitality Onslaught

(necromancy)

6th Level

Devour Fear (illusion)

Mind Fog (enchantment)

Summon Undead (conjunction)

7th Level

Investiture of Death

(necromancy)

Pernicious Eruption

(evocation)

Seizure (enchantment)

Vipergout (conjunction)

8th Level

Asphyxiating Murk

(conjunction)

Death's Breath (evocation)

Face of Death (illusion)

Heart of Stone (transmutation)

Sunder Soul (necromancy)

9th Level

Obliterating Globe

(conjunction)

Siphon Soul (necromancy)

Dark Star (evocation)

WARLOCK SPELLS

1st Level

Dead Man's Eyes (divination)

Nerveskitter (transmutation)

Nightfall (evocation)

2nd Level

Embrace Undeath (abjuration)

3rd Level

Lance of Winter Night

(evocation)

Master the Dead Tongue

(divination)

4th Level

Drain Life (necromancy)

Know Flesh (divination)

Soulshield (abjuration)

5th Level

Resolute Endurance

(abjuration)

Sensory Deprivation

(necromancy)

Step Beyond the Veil

(transmutation)

Vitality Onslaught

(necromancy)

6th Level

Devour Fear (illusion)

Mind Fog (enchantment)

7th Level

Consume Knowledge

(divination)

Pernicious Eruption

(evocation)

Seizure (enchantment)

Vipergout (conjunction)

8th Level

Asphyxiating Murk

(conjunction)

Death's Breath (evocation)

Face of Death (illusion)

Heart of Stone (transmutation)

9th Level

Obliterating Globe

(conjunction)

Possession (necromancy)

Siphon Soul (necromancy)

Dark Star (evocation)

WIZARD SPELLS

1st Level

Dead Man's Eyes (divination)

Nerveskitter (transmutation)

Nightfall (evocation)

Raise Skeleton (necromancy)

2nd Level

Call Wolf (conjunction)

Embrace Undeath (abjuration)

Raise Zombie (necromancy)

3rd Level

Control Undead
(enchantment)

Lance of Winter Night
(evocation)

Master the Dead Tongue
(divination)

4th Level

Blastbones (evocation)

Drain Life (necromancy)

Know Flesh (divination)

Soulshield (abjuration)

5th Level

Resolute Endurance
(abjuration)

Sensory Deprivation
(necromancy)

Shroud of Undeath (illusion)

Step Beyond the Veil
(transmutation)

Vitality Onslaught
(necromancy)

6th Level

Devour Fear (illusion)

Mind Fog (enchantment)

Spiritwrack (abjuration)

Summon Undead (conjunction)

7th Level

Consume Knowledge
(divination)

Investiture of Death
(necromancy)

Pernicious Eruption
(evocation)

Seizure (enchantment)

Vipergout (conjunction)

8th Level

Asphyxiating Murk
(conjunction)

Death's Breath (evocation)

Face of Death (illusion)

Heart of Stone (transmutation)

Hindsight (divination)

Sunder Soul (necromancy)

9th Level

Obliterating Globe

(conjunction)

Possession (necromancy)

Siphon Soul (necromancy)

Dark Star (evocation)



A thief attempting to steal a wizard's spellbooks may find even the tower set against him.

Spell Descriptions

ASPHYXIATING MURK

8th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of dark sludge)

Duration: Concentration, up to 1 minute

You create a 20-foot radius sphere of billowing, black muck and gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the area for the duration. The cloud's area is difficult terrain.

Each creature that enters the cloud for the first time on a turn or starts its turn there must make a Constitution saving throw. On a failed saving throw, the creature takes 5d8 poison damage, and must spend their action retching and reeling. On a success, the creature takes half damage, and may take actions normally. Creatures are affected even if they hold their breath or don't need to breathe, though creatures immune to poison are not affected.

The cloud is unaffected by a moderate or weaker wind. A strong wind (20 miles per hour or more) disperses the cloud after four rounds.

BLASTBONES

4th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (sulfur and bone dust)

Duration: Instantaneous

You target an exposed skeleton within range and invest its bones with explosive energy, causing them to send shards flying. Both inanimate skeletons and skeletal creatures are appropriate targets for this spell, but ordinary creatures are not.

If the targeted skeleton is animate and not controlled by you, it may make a Constitution saving throw. If it succeeds, the spell has no effect. If it fails, or if the target is inanimate or under your control, its bones explode, sending shards flying. All creatures within a 20 foot radius of the skeleton must make a Dexterity saving throw. Creatures in the area suffer 4d8 slashing and 4d8 piercing damage, with damage reduced to half on a successful saving throw. The targeted skeleton suffers full damage with no saving throw allowed.

At Higher Levels. When you cast this spell using a slot of 5th level or higher, the slashing damage or the piercing damage (your choice) increases by 1d8 for each level above 4th.

CALL WOLF

2nd-level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: Concentration, up to 10 minutes

With a piercing whistle, you call a wolf from the ether to assist you. The summoned wolf (MM page 341) appears in any unoccupied space within range. It is friendly to you and your companions. Roll initiative for the wolf, which has its own turns. It obeys any verbal

commands issued by you (no action is required). If you do not issue any commands, it defends itself, but otherwise takes no action. When the wolf reaches 0 hp, or the spell ends, it disappears.

At Higher Levels. When you cast this spell using a 3rd level slot, you summon a worg (MM page 341) instead of a wolf. With a 4th level slot, you instead summon a dire wolf (MM page 321). With a 6th level slot, you instead summon a winter wolf (MM page 340).

CONSUME KNOWLEDGE

7th-level divination

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a tarnished silver knife and fork worth at least 50 gp)

Duration: Concentration, up to 10 minutes

You extract the brain of a dead creature and use it to learn some of the things that creature knew. Choose an inanimate brain within range. You initially learn what most occupied its thoughts at the time of death. As you concentrate, you may learn more, up to one fact per minute. You must know what fact you wish to learn in order to learn it, as if asking the brain questions, rather than being able to strip it of all knowledge possessed.

When the spell ends, the brain disintegrates.

CONTROL UNDEAD

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to take control of an undead creature you can see within range. The targeted creature must make a Charisma saving throw. Intelligent undead are more difficult to control. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If their Intelligence is 12 or higher, they may make an additional saving throw (with advantage) at the end of each of their turns; a success ends the spell. An undead who succeeds in their saving throw is unaffected.

An undead who fails their saving throw against this spell is controlled by you, and will take no actions on their own. You may give them commands with a bonus action if they are within 60 feet of you, as per Animate Dead (PHB page 212). If an undead with an Intelligence of 8 or higher is given a self-destructive command, they may make an additional saving throw (with advantage) to resist; if they succeed, the spell ends.

DARK STAR

9th-level evocation

Casting Time: 1 action

Range: 360 feet

Components: V, S

Duration: Concentration, up to 1 minute

You summon a core fragment of a dark star, 30' in radius centered on a point within range. Creatures within 120' of the core fragment's center must make a Strength saving throw at the start of each of their turns, or be pulled 30' towards its center. Creatures that enter the fragment's area for the first time on their turn or start their turn there take 10d6 force damage and 10d6 necrotic damage. Creatures within the fragment's area must

make a Strength saving throw to move further away from the fragment's center. Even if they succeed, each foot that a creature moves away from the center costs 4 feet of movement until they exit the fragment's radius.

DEAD MAN'S EYES

1st-level divination

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a tear)

Duration: 1 minute

You take the eyes of a recently deceased corpse within range and use them to see into the past. The eyes must be reasonably intact and the corpse must have died within one day. Over the course of the spell's duration, you watch the last minute of the corpse's life.

The images stored in the eyes are often blurred and disfigured, making it difficult to recognize specific people or items. The exact information that can be gained from this spell is at the DM's discretion and may require one or more Wisdom (Perception), Intelligence, or other appropriate checks to interpret.

At Higher Levels. If you cast this spell with a third-level slot, you may watch the last hour of the corpse's life. If you cast this spell with a fifth-level slot, the last day; with a seventh-level slot, the last week; and with a ninth-level slot, the last month. The duration does not change; the images are compressed into one minute of viewing, which makes the information extracted increasingly vague as the time frame increases.

DEATH'S BREATH

8th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S

Duration: Instantaneous

You exhale a cone of dark mist that falls upon creatures in the area. Creatures in the area must make Constitution saving throws. Those that fail suffer 12d6 necrotic damage and are blinded. Creatures that successfully save suffer half damage and are not blinded.

A creature blinded by this spell may make another Constitution saving throw at the end of each of their turns. On a success, they are no longer blinded.

DEVOUR FEAR

6th-level illusion

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a strip of white cloth with two dark vertical slashes drawn on it)

Duration: Concentration, up to 1 minute

When you cast this spell, choose a frightened creature within range and make a ranged spell attack against it. If you hit, the creature takes 10d8 psychic damage, is no longer frightened, and you gain 10 temporary hit points. You may repeat this attack as an action on your turn while the spell lasts.

DRAIN LIFE

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a mosquito)

Duration: Instantaneous

You target a living creature within range for the theft of some of their life essence. They must make a Constitution saving throw. The target suffers 5d8 necrotic damage, or half damage if they successfully save. In addition, if they fail their saving throw, you recover one spent Hit Die for each ten points of damage they took (minimum 1).

At Higher Levels. When you cast this spell using a higher-level spell slot, it deals an additional 1d8 damage for each level above 4th.

EMBRACE UNDEATH

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

For the duration, the willing creature you touch has resistance to your choice of either necrotic or poison damage. (Clerics and paladins who cast this spell often refer to it as Protection from Undeath.)

FACE OF DEATH

8th-level illusion

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a piece or fragment of funereal or burial paraphernalia)

Duration: Concentration, up to 1 minute

You summon an illusion of a floating skull slowly melting away, or other vision of death, at a point within range. The illusion creates an area of fear with a 20-foot radius. Creatures other than you that enter the area or start their turn there must make a Wisdom saving throw; on a failure, they are frightened by the illusion.

While frightened by the illusion, creatures must take the Dash action on each of their turns and move away from the illusion by the safest available path, unless there is nowhere to move. If the creature ends its turn in a location where it does not have line of sight to the illusion, it may make a Wisdom saving throw. On a success, the creature is no longer frightened.

HEART OF STONE

8th-level transmutation

Casting Time: 1 minute

Range: Self

Components: V, S, M (a carved stone heart covered with a mixture of bone dust and diamond dust, worth at least 300 gp, which the spell consumes)

Duration: 1 hour

You transmute your heart into stone. For the duration, you are resistant to nonmagical bludgeoning, piercing, and slashing damage. You are resistant to necrotic and poison damage. You are immune to exhaustion, and to the charmed, poisoned, and frightened conditions.

For the duration, you cannot regain hit points from any effect that would not heal undead.

HINDSIGHT

8th-level divination

Casting Time: 10 minutes

Range: Self (30-foot radius)

Components: V, S, M (a book with a mirror built into the second half, worth at least 1,000 gp)

Duration: Concentration, up to 1 hour

You reach into the entropic threads of time drifting past and use them to reassemble a vision of the past. You can view the past of the area within 30 feet of you. You may choose how far into the past to see when you cast the spell.

If you choose to see up to one hour into the past, you watch the events in real-time, and learn all detail that you would learn if you had been there.

If you choose to see up to one day into the past, you watch a sped-up version of events, which allows you to see most meaningful events that occurred within range.

If you choose to see up to one week into the past, you see a summary of most of the meaningful events within range.

If you choose to see up to one month into the past, you see a summary of the major events within range.

If you choose to see up to one year into the past, you see a summary of only the events of great import within range.

What constitutes a meaningful event, for the purposes of this spell, is left up to the DM.

At Higher Levels. If you cast this spell with a 9th-level slot, you may choose to see up to a

century in the past. If you do, you see a summary of some of the events of great import within range.



With the benefit of hindsight, this adventurer sees that they should not have put their right arm into that spinning blade trap.

INVESTITURE OF DEATH

7th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Until the spell ends, your eyes glow with a cold blue radiance, your skin takes on the pallor of an undead creature, and you gain the following benefits.

- You are immune to poison damage and have resistance to necrotic damage.
- You can use a bonus action on your turn to animate a corpse within 15 feet of you as a skeleton or zombie. Regardless of the creature animated, an ordinary skeleton or zombie rises from their corpse. You may have at most two corpses animated in this way at a time, and you may control them with a bonus action as per Animate Dead (PHB page 212). When this spell ends, any corpses animated by it crumble to dust.
- You can use your action to create a 15-foot cone of dark energy and shards of bone. Creatures in the cone must make a Dexterity saving throw. Creatures that fail their saving throw suffer 2d8 necrotic damage and 2d8 slashing damage, and deal half damage with weapon attacks for one round. Creatures that successfully save take half damage and are not weakened.

KNOW FLESH

4th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You reach out to touch a creature about which you desire to learn more. If the creature is unwilling, make a melee spell attack. If you hit, you learn their creature type, along with any resistances, vulnerabilities, and immunities that they possess. You also learn about any special senses they may possess, as well as all details about their appearance. This spell will show you the true form of any shapechanger (as well as identifying that they are a shapechanger) and infallibly penetrate disguises.

If you miss, you instead learn only their creature type and any immunities or special senses they possess.

LANCE OF WINTER NIGHT

3rd-level evocation

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S, M (a snowball and a drop of squid ink)

Duration: Concentration, up to 1 minute

A 60-foot long, 5-foot wide line of icy darkness reaches out from you in any direction you choose. Each creature in the line must make a Constitution saving throw. Creatures in the line take 6d6 cold damage or half as much damage on a successful saving throw.

In addition, the space that the line passes through have all light drained from them for the duration. This effect is as per darkness (PHB page 230).

MASTER THE DEAD TONGUE

3rd-level divination

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a drop of saliva)

Duration: 24 hours

You take the tongue of a creature and touch it to up to six willing creatures during the casting time. The tongue disintegrates when the casting is complete, imparting its knowledge onto the targets.

For the duration, all targets can speak and understand all languages spoken by the creature whose tongue was used in the casting.

MIND FOG

6th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a blank piece of paper or parchment)

Duration: Concentration, up to 1 minute

You create a roiling, green-grey cloud of fog centered on a point within range. The fog spreads around corners to fill a 20-foot radius sphere. It lasts for the duration or until a strong wind disperses the fog, ending the spell.

When a creature enters the spell's area for the first time on its turn or starts its turn there, it must make a Wisdom saving throw. On a failed saving throw, the creature

becomes mindless, unable to think or choose. Creatures made mindless by this spell have an Int score of 1 and act as if affected by the confusion spell (PHB page 224). They cannot cast spells, activate magic items, understand language, or communicate in any intelligible way. The effects of the fog persist for one round after leaving the fog.

NERVESKITTER

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a live springtail)

Duration: 1 minute

You touch a creature and cause their nerves to jump and twitch, increasing their reaction speed but reducing their control. The creature touched has advantage on Dexterity checks and saving throws for the duration, but suffers disadvantage on attack rolls. An unwilling target may make a Constitution saving throw to negate the effect.

NIGHTFALL

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

A pall falls over a 15-foot radius sphere within range, dimming the effect of light within it. The sphere spreads around corners to reach the limits of its area. Within its area, this pall turns dim light into darkness and bright light into dim light. Undead may choose to treat the area of effect as bright light if it would be beneficial to them to do so. If the area of this spell overlaps with an area of light created by

a spell of 1st level or lower, the spell that created that light is dispelled.

OBLITERATING GLOBE

9th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small, empty cloth sack)

Duration: Concentration, up to 1 minute

You summon forth a 1-foot radius sphere of absolute nothingness, a short-lived cousin of the sphere of annihilation, at a point within range. When you cast the spell, and as an action on your turn while the spell lasts, you may move the sphere up to 30 feet and attempt to attack a creature with it. Make a ranged spell attack; on a hit, the creature touched by it takes 10d6+40 force damage. A creature that enters the same space as the sphere or starts its turn there must make a Dexterity saving throw; on a failed save, they suffer 10d6+40 force damage. A creature reduced to 0 HP by the sphere is disintegrated, as per Disintegrate (PHB page 233).

If the sphere moves more than 30 feet away from you, the spell ends. The sphere does not disappear when the spell ends, but persists for another minute. After the spell ends, you may no longer assert sole or automatic control over the sphere. Any creature within 30 feet of the sphere may take an action and make an Intelligence saving throw against your spell save DC; on a success, they may move the sphere up to 30 feet and make a spell attack with it as described above.

PERNICIOUS ERUPTION

7th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (grave dirt and spoiled food)

Duration: Concentration, up to 1 minute

A gout of tainted earth erupts from the ground in a 20-foot radius centered on a point within range. Creatures in the area must make a Dexterity saving throw, suffering 3d12 poison damage and 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Creatures who fail their saving throw are also cursed by the tainted earth while the spell lasts. Choose one of the following effects to apply to all creatures who fail their saving throws. The effect lasts for the duration.

- Choose one ability score. While cursed, the creature has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls.
- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its turn doing nothing.
- While the target is cursed, the first time each turn it takes damage, it takes an additional 1d8 necrotic damage.

POSSESSION

9th-level necromancy

Casting Time: 1 action

Range: Self (60 feet)

Components: V, S

Duration: Concentration, up to 1 hour

When you cast this spell, your body disincorporates as your soul leaps free. Your soul occupies the same space as your body, but is invisible and immune to all attacks and spells. However, it is difficult to maintain this state without aggression; at the end of each of your turns while your soul is standing free, if you did not attempt to possess a creature, you must make a Constitution saving throw against your spell save DC. If you fail, the spell ends.

When you cast this spell and as an action on your turn, while the spell lasts, you may attempt to possess a creature within range. The targeted creature must make a Charisma saving throw; on a success, they are unaffected, and you may not attempt to possess them for 24 hours. On a failure, you possess them, as per Magic Jar (PHB page 257) and your soul moves into their body. The possessed creature's soul is held in limbo while you possess their body.

You may choose to leave the possessed creature, either at any time on your turn to stand free or as part of possessing another creature. If you do so, the creature's soul returns to their body. You may attempt to possess another creature as an action on your turn, and only leave the possessed body if successful. If the possessed creature's body is slain, they die, and your soul leaps free to occupy the same space that they were in

when they died (or one space if the creature takes up more than one space).

When the spell ends, your body reincorporates in the space where it was when you cast the spell, and your soul returns to it, regardless of the distance between your soul and that space at the time the spell ends.

RAISE SKELETON

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a nail clipping or strand of hair)

Duration: Concentration, up to 1 minute

Choose a bone or fragment thereof (at least the size of a finger bone) within range. You summon necromantic energy to create the rest of its bones and raise it as your servant. You raise a skeleton (MM page 272) in a space adjacent to you. Roll initiative for the skeleton, which takes its own turns. You may give the skeleton orders as a bonus action on your turn if it is within 60 feet of you, as per Animate Dead (PHB page 212).

If the skeleton is slain or the spell's duration expires, it and the bone or bones used to create it disappear.

RAISE ZOMBIE

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a nail clipping or strand of hair)

Duration: Concentration, up to 1 minute

Choose a corpse or fragment thereof (at least the size of a limb, and it must still have most

of its flesh) within range. You summon necromantic energy to create the rest of its body and raise it as your servant. You raise a zombie (MM page 316) in a space adjacent to you. Roll initiative for the zombie, which takes its own turns. You may give the zombie orders as a bonus action on your turn if it is within 60 feet of you, as per *Animate Dead* (PHB page 212).

If the zombie is slain or the spell's duration expires, it and the corpse used to create it disappear.

RESOLUTE ENDURANCE

5th-level abjuration

Casting Time: 1 reaction

Range: Self

Components: V,S

Duration: Instantaneous

You may cast this spell when you would suffer a condition. Instead of suffering the condition, you take damage instead. The amount of damage is determined by the condition negated. This spell offers no protection against the condition being reapplied later or perhaps even immediately (if, perhaps, you have stuck your face into a vat of acid and been blinded; unless you remove your face immediately you will just be blinded again.)

2d6 damage: Deafened, grappled, poisoned, prone

3d6 damage: Blinded, charmed, frightened, restrained

5d6 damage: Incapacitated, paralyzed, petrified, stunned, unconscious

SEIZURE

7th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a ball covered in glitter)

Duration: Concentration, up to 1 minute

You choose a point within range. Living creatures within a 20-foot radius of that point must make Wisdom saving throws. Those who fail fall to the ground, suffering a severe seizure. They fall prone, cannot stand up, cannot move, and cannot take actions, bonus actions, or reactions. Creatures that are immune to being paralyzed or incapacitated are immune to this effect.

A creature affected by this spell may make another saving throw at the end of each of their turns or whenever they take damage. On a success, the spell's effects end for them.

SENSORY DEPRIVATION

5th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 minute

Choose one creature that you can see within range to make a Constitution saving throw. If it fails, it loses almost all sensory information; sight, hearing, taste, touch, and smell. (They may still dimly sense the world around them, enough to flail about wildly.) This gives the creature the blinded and deafened conditions. They have disadvantage on attack rolls, saving throws, and ability checks. They automatically fail any task or check that relies on a sense, and they deal half damage with weapons and natural attacks. In addition, all attacks made against them have advantage.

If the creature succeeds in their saving throw, this spell has no effect.

This spell even affects senses such as blindsight or tremorsense, but not truesight; a creature with truesight is immune.

SHROUD OF UNDEATH

5th-level illusion

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a skull's eye sockets)

Duration: 1 hour

When you cast this spell, negative energy billows out around you. All living creatures within 30 feet of you are affected; unwilling targets may make a Charisma saving throw to negate the effect.

Affected creatures appear normal to all non-undead creatures, but to undead, they appear to be fellow undead. All undead with an Intelligence of 7 or less are friendly to you. Undead of Intelligence 8 or higher may make an Intelligence saving throw to see through the illusion if they come within 30 feet of an affected creature.

If an affected creature attacks an undead, the spell ends for that creature.

SIPHON SOUL

9th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of breath)

Duration: Instantaneous

You reach out and draw forth the souls of creatures in an area. Choose a point within range. Ensouled creatures within 20 feet of that point must make Charisma saving

throws. Those who fail suffer 20d8 necrotic damage and are incapacitated; a success halves the damage, and they are not incapacitated.

In addition, when you cast this spell and at the start of each of your turns while at least one creature is incapacitated by this spell, you gain 10 temporary hit points for each creature incapacitated by this spell.

Creatures incapacitated by this spell must make a Charisma saving throw at the end of each of their turns. If they fail their saving throw three times, they die. If they successfully save three times, the spell ends for them.

SOULSHIELD

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a tiny shield and a drop of your blood)

Duration: Concentration, up to 1 minute

You may spend up to four of your hit dice. Roll the spent hit dice as if regaining hit points, but add the higher of your Constitution or spellcasting ability modifier (instead of adding your Constitution modifier). You gain the result as temporary hit points. While you possess at least one temporary hit point from this effect, you have advantage on Wisdom and Charisma saving throws.

At Higher Levels. When you cast Soulshield with a higher-level slot, you may spend a number of hit dice equal to the level used.

SPRITWRACK

6th-level abjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a holy symbol dusted with powdered silver and dried blood, worth at least 10 gp)

Duration: Concentration, up to 1 minute

You summon a barrier composed of spectral energies. These energies are not harmful to solid, corporeal creatures, but are devastating against wraiths, spectres, ghosts, shadows, and other similar incorporeal creatures.

The barrier forms at a 10-foot radius around you and moves with you. If you attempt to force the barrier against an affected creature, the spell ends. If an affected creature attempts to cross the barrier, it must make a Dexterity saving throw. On a failure, it suffers 8d8 force damage and its movement stops outside the barrier. On a success, it takes half damage and may continue moving. Attacks made by affected creatures cannot cross the barrier, nor can spells of 5th level or lower cast by affected creatures.

STEP BEYOND THE VEIL

5th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (bone dust, a drop of blood, and a strip of flesh)

Duration: Concentration, up to 1 hour

This spell transforms a creature that you can see within range into the form of an undead creature. An unwilling creature may make a Wisdom saving throw to negate the effect; a shapechanger automatically succeeds on this saving throw.

The new form can be any undead creature with a challenge rating less than or equal to the challenge rating or level of the target, to a maximum challenge rating of 11. This spell otherwise functions like Polymorph (PHB page 266.)

SUMMON UNDEAD

6th-level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (bone dust and grave dirt)

Duration: Concentration, up to 1 hour

You summon forth undead creatures, clawing their way out of the ground. You may summon one undead creature of CR 4 or lower, two of CR 2 or lower, four of CR 1 or lower, or eight of CR 1/2 or lower. Each undead creature disappears when it reaches 0 HP or when the spell ends.

The undead summoned are friendly to you and your group. Roll initiative for the summoned creatures as a group, which has its own turns. The summoned creatures obey your verbal orders (which requires no action from you). If you issue no commands to them, they defend themselves from hostile creatures, but otherwise take no action.

At Higher Levels. You may cast this spell using an eighth-level slot instead. If you do, choose one of the summoning options as normal, but summon one and a half as many times creatures as normal (rounded up).

SUNDER SOUL

8th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 5 minutes

You rip the target's spirit apart, dealing 8d8 necrotic damage to them. The target may make a Charisma saving throw; if they succeed, they take half damage. The energy you ripped from them then forms into a wraith occupying a square you choose adjacent to the target.

The wraith is under your control and acts on your turn. You may give verbal orders to the wraith, requiring no action. It has HP equal to the damage this spell dealt to the target and AC equal to 13 + your spellcasting ability modifier. The wraith is incorporeal and immune to cold, poison, and necrotic damage, as well as to the prone, paralyzed, restrained, and grappled conditions. It has resistance to damage dealt by nonmagical weapon attacks. It is vulnerable to radiant damage and has disadvantage on all rolls and checks when in direct sunlight. It attacks with an incorporeal touch, using your spell attack bonus, and deals 4d8 + your spellcasting ability modifier cold damage on a hit. If the wraith needs to make a saving throw, its saving throw modifier is equal to your spellcasting ability modifier. The wraith persists for the duration or until it is destroyed.



A sundered soul can be very dangerous.

VIPERGOUT

7th-level conjuration

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S

Duration: Concentration, up to 1 minute

You spray a great gout of poison forth into the area of effect (a 60-foot cone). Creatures in the area must make a Constitution saving throw, suffering 10d6 points of poison damage on a failure and half damage on a success. Creatures who fail their saving throw are poisoned. Creatures who end their turn adjacent to a creature poisoned by this spell must make a Constitution saving throw or become poisoned. If such a creature is already poisoned by this spell, they become paralyzed instead. Creatures who begin their turn poisoned or paralyzed by this spell may make a Constitution saving throw at the end of their turn; if they succeed, the effect ends on them, though this does not confer immunity to being affected by it again in the future. When the spell ends, all conditions it has inflicted end.

VITALITY ONSLAUGHT

5th-level necromancy

Casting Time: 1 action

Range: 120 feet

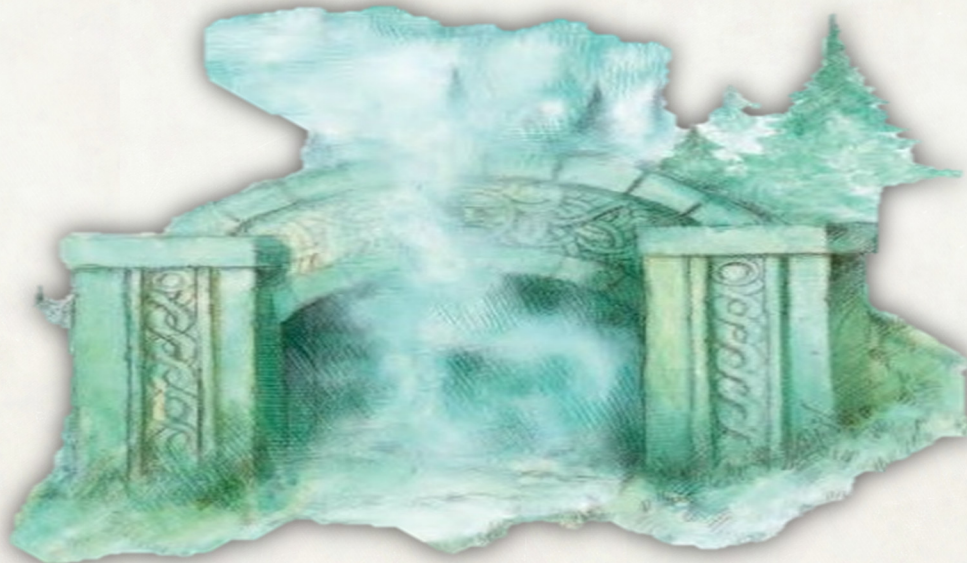
Components: V, S

Duration: Instantaneous

You may spend up to five of your hit dice. Roll them as if you were recovering HP, but add the higher of your Constitution or spellcasting ability modifier (instead of adding your Constitution modifier). Choose up to five living creatures within range; each creature targeted takes necrotic damage equal to the amount you rolled on your spent hit dice. The targets may make a Constitution saving throw, suffering only half damage on a success. You may choose to take additional damage when casting this spell. For each 2d6 damage you take, one target suffers disadvantage on their saving throw.

At Higher Levels. When you cast this spell with a higher-level spell slot, you may spend a number of hit dice equal to the level of the slot.

Looks safe.



ILKHANA'S GRIMOIRES



BEYOND NECROMANCY

- 40 RUMORS AND SEEDS
- 8 NEW MAGIC ITEMS
- 38 NEW SPELLS