

# SOUL MAGIC SPELLS

## DEATH'S DOOR

7th-level necromancy (Cleric, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 reaction, which you take when you are reduced to 0 hit points before you become unconscious

**Range:** Self

**Components:** V

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

Just as you slip between the realm of souls and out of consciousness, you shout a call that is something between a new word, an old name, and a primal roar, which echoes with soundless din in your soul and the souls around you.

You are reduced to 1 hit point instead of 0. In addition, you gain temporary hit points equal to half your maximum hit points which disappear when the spell ends. While the spell lasts, you appear translucent, flickering with spectral energy, and you also gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage dealt from nonmagical weapons.
- You have a flying speed equal to your speed, and you can hover. You can also use a bonus action on your turn to teleport up to 30 feet to an unoccupied space you can see.
- You grant enemies disadvantage on weapon attacks made against you, and you make all saving throws with advantage except Charisma saving throws, which you make with disadvantage.
- On your turn, you can use your action to strike a target with soul energy. You make a melee spell attack with a reach of Touch against one creature that you can see. On a hit, that creature takes 8d6 damage.
- On your turn, you can use your action to burst with the energy from within your soul, forcing all creatures within 15 feet of you to make a Charisma saving throw. On a failed saving throw, a creature takes 5d6 damage.

The type of this spell's damage is determined by your alignment: if you are Good, it deals radiant damage; if you are Evil, it deals necrotic damage; and if you are Neutral you may choose either damage type when you cast the spell.

## SOUL EXPULSION

8th-level necromancy (Cleric, Sorcerer, Wizard)

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a chunk from a century-old headstone)

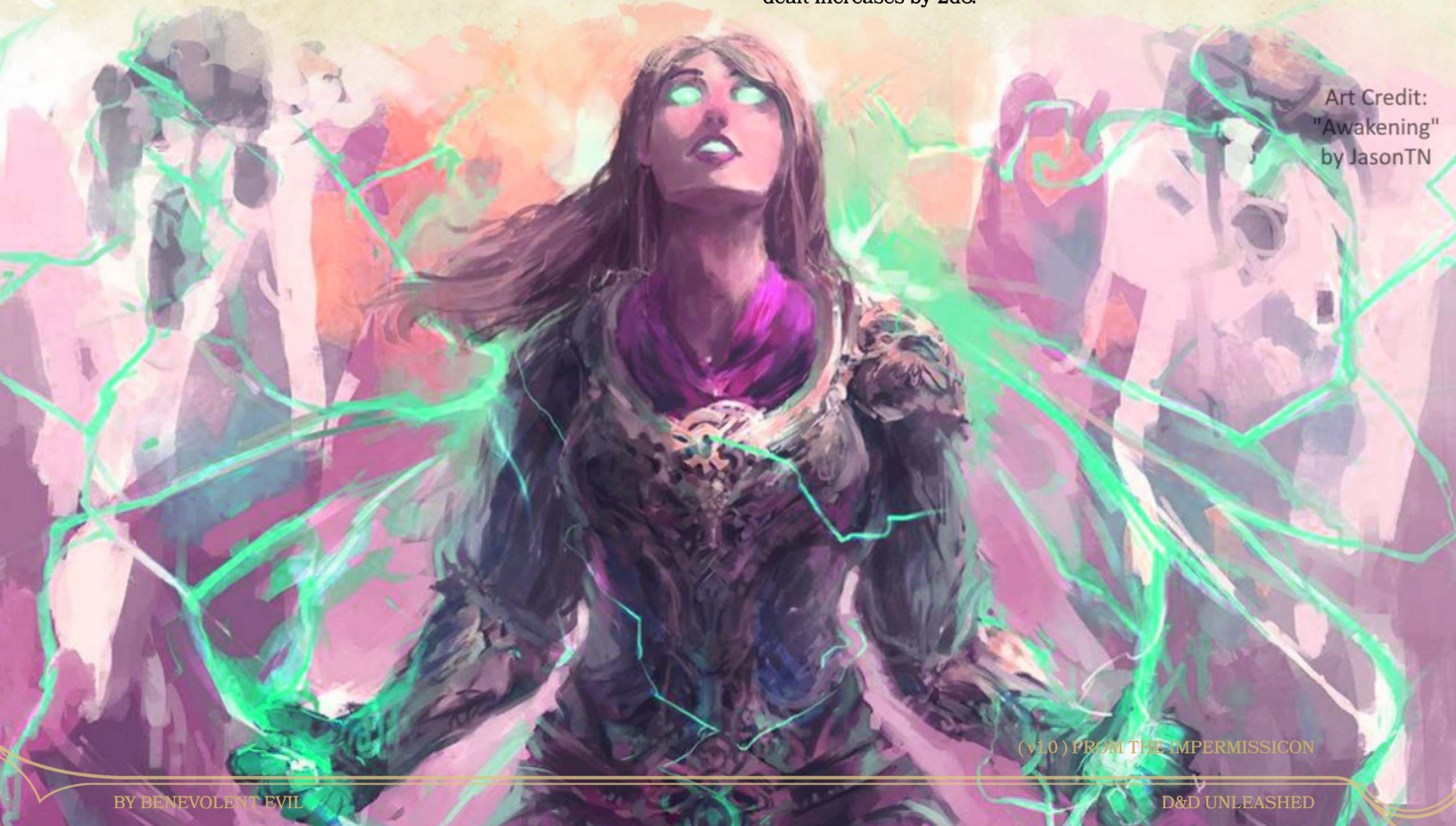
**Duration:** Instantaneous

With a roar of light and sound, you blast a foe's soul with magical power, pressing it against the boundaries of its fleshy constraints. Choose one creature that you can see within range. That creature must make a Charisma saving throw. On a failed saving throw, the target takes 10d8 necrotic damage and is stunned until the start of your next turn. On a successful saving throw, the target takes half damage and is not stunned.

In addition, bright soul-light shines out in rays from the target's body, washing over nearby foes. Each creature of your choice other than the target that is within 60 feet of the target must make a Wisdom saving throw. On a failed save, a creature takes 6d8 radiant damage and has disadvantage on attack rolls until the end of your next turn. On a successful saving throw a creature takes half damage and nothing else.

When this spell targets an incorporeal undead, such as a ghost or wraith, or a soul that is removed from its body, the spell ignores resistance or immunity to necrotic damage and the target has disadvantage on the Charisma saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 9th level, the necrotic damage and radiant damage dealt increases by 2d8.



Art Credit:  
"Awakening"  
by JasonTN