



SHADOW BLADE

must succeed on a Constitution saving throw or become blinded until the end of your next turn.

Smoke. Thick black smoke spreads out from the target in a 20-foot radius, moving around corners. The area of the smoke is heavily obscured. The smoke persists for 1 minute or until a strong wind disperses it.

SCATTER

6th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

The air quivers around up to five creatures of your choice that you can see within range. An unwilling creature must succeed on a Wisdom saving throw to resist this spell. You teleport each affected target to an unoccupied space that you can see within 120 feet of you. That space must be on the ground or on a floor.

SHADOW BLADE

2nd-level illusion

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You weave together threads of shadow to create a sword of solidified gloom in your hand. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d8 psychic damage on a hit and has the finesse, light, and thrown

properties (range 20/60). In addition, when you use the sword to attack a target that is in dim light or darkness, you make the attack roll with advantage.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d8. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d8. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d8.

SHADOW OF MOIL

4th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (an undead eyeball encased in a gem worth at least 150 gp)

Duration: Concentration, up to 1 minute

Flame-like shadows wreath your body until the spell ends, causing you to become heavily obscured to others. The shadows turn dim light within 10 feet of you into darkness, and bright light in the same area to dim light.

Until the spell ends, you have resistance to radiant damage. In addition, whenever a creature within 10 feet of you hits you with an attack, the shadows lash out at that creature, dealing it 2d8 necrotic damage.

SHAPE WATER

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous or 1 hour (see below)

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

SICKENING RADIANCE

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Dim, greenish light spreads within a 30-foot-radius sphere centered on a point you choose within range. The light spreads around corners, and it lasts until the spell ends.

When a creature moves into the spell's area for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw or take 4d10 radiant damage, and it suffers one level of exhaustion and emits a dim, greenish light in a 5-foot radius. This light makes it impossible for the creature to benefit from being invisible. The light and any levels of exhaustion caused by this spell go away when the spell ends.

SKILL EMPOWERMENT

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Your magic deepens a creature's understanding of its own talent. You touch one willing creature and give it expertise in one skill of your choice; until the spell ends, the creature doubles its proficiency bonus for ability checks it makes that use the chosen skill.

You must choose a skill in which the target is proficient and that isn't already benefiting from an effect, such as Expertise, that doubles its proficiency bonus.

SKYWRITE

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Sight

Components: V, S

Duration: Concentration, up to 1 hour

You cause up to ten words to form in a part of the sky you can see. The words appear to be made of cloud and remain in place for the spell's duration. The words dissipate when the spell ends. A strong wind can disperse the clouds and end the spell early.

SNARE

1st-level abjuration

Casting Time: 1 minute

Range: Touch

Components: S, M (25 feet of rope, which the spell consumes)

Duration: 8 hours

As you cast this spell, you use the rope to create a circle with a 5-foot radius on the ground or the floor. When you finish casting, the rope disappears and the circle becomes a magic trap.

This trap is nearly invisible, requiring a successful Intelligence (Investigation) check against your spell save DC to be discerned.

The trap triggers when a Small, Medium, or Large creature moves onto the ground or the floor in the spell's radius. That creature must succeed on a Dexterity saving throw or be magically hoisted into the air, leaving it hanging upside down 3 feet above the ground or the floor. The creature is restrained there until the spell ends.

A restrained creature can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the creature or someone else who can reach it can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect ends.

After the trap is triggered, the spell ends when no creature is restrained by it.

SNILLOC'S SNOWBALL SWARM

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a piece of ice or a small white rock chip)

Duration: Instantaneous

A flurry of magic snowballs erupts from a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 3d6 cold 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 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

SOUL CAGE

6th-level necromancy

Casting Time: 1 reaction, which you take when a humanoid you can see within 60 feet of you dies

Range: 60 feet

Components: V, S, M (a tiny silver cage worth 100 gp)

Duration: 8 hours

This spell snatches the soul of a humanoid as it dies and traps it inside the tiny cage you use for the material component. A stolen soul remains inside the cage until the spell ends or until you destroy the cage, which ends the spell. While you have a soul inside the cage, you can exploit it in any of the ways described below. You can use a trapped soul up to six times. Once you exploit a soul for the sixth time, it is released, and the spell ends. While a soul is trapped, the dead humanoid it came from can't be revived.

Steal Life. You can use a bonus action to drain vigor from the soul and regain 2d8 hit points.

Query Soul. You ask the soul a question (no action required) and receive a brief telepathic answer, which you can understand regardless of the language used. The soul knows only what it knew in life, but it must answer you truthfully and to the best of its ability. The answer is no more than a sentence or two and might be cryptic.

Borrow Experience. You can use a bonus action to bolster yourself with the soul's life experience, making your next attack roll, ability check, or saving throw with advantage. If you don't use this benefit before the start of your next turn, it is lost.

Eyes of the Dead. You can use an action to name a place the humanoid saw in life, which creates an invisible sensor somewhere in that place if it is on the plane of existence you're currently on. The sensor remains for as long as you concentrate, up to 10 minutes (as if you were concentrating on a spell). You receive visual and



STORM SPHERE

auditory information from the sensor as if you were in its space using your senses.

A creature that can see the sensor (such as one using *see invisibility* or truesight) sees a translucent image of the tormented humanoid whose soul you caged.

STEEL WIND STRIKE

5th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: S, M (a melee weapon worth at least 1 sp)

Duration: Instantaneous

You flourish the weapon used in the casting and then vanish to strike like the wind. Choose up to five creatures you can see within range. Make a melee spell attack against each target. On a hit, a target takes 6d10 force damage.

You can then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

STORM SPHERE

4th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 1 minute

A 20-foot-radius sphere of whirling air springs into existence, centered on a point you choose within range.

The sphere remains for the spell's duration. Each creature in the sphere when it appears or that ends its turn there must succeed on a Strength saving throw or take 2d6 bludgeoning damage. The sphere's space is difficult terrain.

Until the spell ends, you can use a bonus action on each of your turns to cause a bolt of lightning to leap from the center of the sphere toward one creature you choose within 60 feet of the center. Make a ranged spell attack. You have advantage on the attack roll if the target is in the sphere. On a hit, the target takes 4d6 lightning damage.

Creatures within 30 feet of the sphere have disadvantage on Wisdom (Perception) checks made to listen.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage for each of its effects increases by 1d6 for each slot level above 4th.

SUMMON GREATER DEMON

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of blood from a humanoid killed within the past 24 hours)

Duration: Concentration, up to 1 hour

You utter foul words, summoning one demon from the chaos of the Abyss. You choose the demon's type, which must be one of challenge rating 5 or lower, such as a shadow demon or a barlgura. The demon appears in

an unoccupied space you can see within range, and the demon disappears when it drops to 0 hit points or when the spell ends.

Roll initiative for the demon, which has its own turns. When you summon it and on each of your turns thereafter, you can issue a verbal command to it (requiring no action on your part), telling it what it must do on its next turn. If you issue no command, it spends its turn attacking any creature within reach that has attacked it.

At the end of each of the demon's turns, it makes a Charisma saving throw. The demon has disadvantage on this saving throw if you say its true name. On a failed save, the demon continues to obey you. On a successful save, your control of the demon ends for the rest of the duration, and the demon spends its turns pursuing and attacking the nearest non-demons to the best of its ability. If you stop concentrating on the spell before it reaches its full duration, an uncontrolled demon doesn't disappear for 1d6 rounds if it still has hit points.

As part of casting the spell, you can form a circle on the ground with the blood used as a material component. The circle is large enough to encompass your space. While the spell lasts, the summoned demon can't cross the circle or harm it, and it can't target anyone within it. Using the material component in this manner consumes it when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the challenge rating increases by 1 for each slot level above 4th.

SUMMON LESSER DEMONS

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of blood from a humanoid killed within the past 24 hours)

Duration: Concentration, up to 1 hour

You utter foul words, summoning demons from the chaos of the Abyss. Roll on the following table to determine what appears.

d6	Demons Summoned
1–2	Two demons of challenge rating 1 or lower
3–4	Four demons of challenge rating 1/2 or lower
5–6	Eight demons of challenge rating 1/4 or lower

The DM chooses the demons, such as manes or dretches, and you choose the unoccupied spaces you can see within range where they appear. A summoned demon disappears when it drops to 0 hit points or when the spell ends.

The demons are hostile to all creatures, including you. Roll initiative for the summoned demons as a group, which has its own turns. The demons pursue and attack the nearest non-demons to the best of their ability.

As part of casting the spell, you can form a circle on the ground with the blood used as a material component. The circle is large enough to encompass your space. While the spell lasts, the summoned demons can't cross the circle or harm it, and they can't target

anyone within it. Using the material component in this manner consumes it when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th or 7th level, you summon twice as many demons. If you cast it using a spell slot of 8th or 9th level, you summon three times as many demons.

SYNAPTIC STATIC

5th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You choose a point within range and cause psychic energy to explode there. Each creature in a 20-foot-radius sphere centered on that point must make an Intelligence saving throw. A creature with an Intelligence score of 2 or lower can't be affected by this spell. A target takes 8d6 psychic damage on a failed save, or half as much damage on a successful one.

After a failed save, a target has muddled thoughts for 1 minute. During that time, it rolls a d6 and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can make an Intelligence saving throw at the end of each of its turns, ending the effect on itself on a success.

TEMPLE OF THE GODS

7th-level conjuration

Casting Time: 1 hour

Range: 120 feet

Components: V, S, M (a holy symbol worth at least 5 gp)

Duration: 24 hours

You cause a temple to shimmer into existence on ground you can see within range. The temple must fit within an unoccupied cube of space, up to 120 feet on each side. The temple remains until the spell ends. It is dedicated to whatever god, pantheon, or philosophy is represented by the holy symbol used in the casting.

You make all decisions about the temple's appearance. The interior is enclosed by a floor, walls, and a roof, with one door granting access to the interior and as many windows as you wish. Only you and any creatures you designate when you cast the spell can open or close the door.

The temple's interior is an open space with an idol or altar at one end. You decide whether the temple is illuminated and whether that illumination is bright light or dim light. The smell of burning incense fills the air within, and the temperature is mild.

The temple opposes types of creatures you choose when you cast this spell. Choose one or more of the following: celestials, elementals, fey, fiends, or undead. If a creature of the chosen type attempts to enter the temple, that creature must make a Charisma saving throw. On a failed save, it can't enter the temple for 24 hours. Even if the creature can enter the temple, the magic there hinders it; whenever it makes an attack roll, an ability check, or a saving throw inside the temple, it must roll a d4 and subtract the number rolled from the d20 roll.