

Murder of Crows

2nd level conjuration (*Cleric, Druid, Warlock, Wizard*)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a crow's feather)

Duration: Concentration, up to 1 minute

You send forth a crow's feather, which blossoms into a murder of crows, which harass your enemies. Choose a creature within range, they must succeed on a Dexterity saving throw or take 3d6 piercing damage and have disadvantage on their attack rolls for the duration of the spell. A creature surrounded by crows takes 1d6 piercing damage at the start of its turn. A creature surrounded by crows can choose to attack them ending the spell if they die. They have an AC equal to your spell save DC and 20 hit points.

Spear of Darkness

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

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

A massive pillar of darkness forms from a point within range. Each creature in a 15-foot radius, 60-foot tall cylinder centered on that point must succeed on a Constitution saving throw or take 4d8 necrotic damage on a failed save, or half as much on a successful one. If the pillar overlaps an area of magical darkness, this damage increases by 2d8, and creatures which are standing in the magical darkness must also make a saving throw against the spell, even if they aren't in the area of the pillar.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d8 for each spell slot level above 3rd.

Cloud of Bats

2nd level transmutation (*Warlock*)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

You can turn into a cloud of bats, and fly up to 50 feet in any direction of your choice. While in this form, you cannot be Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned, and can move through any opening large enough for a Tiny bat. If you enter an area of sunlight at any point during this movement, the spell ends early and you revert back to your normal form.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the distance you travel increases by 10 feet for each spell slot level above 3rd.

Witchfire Blast

4th level evocation (*Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a cursed candle)

Duration: Instantaneous

An absolutely quiet explosion of cursed green flame flashes erupts from your pointed finger. Each creature in a 30-foot cone emanating from you must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried. If a Construct or Undead fails their saving throw against this spell, they catch fire and takes 2d6 fire damage at the start of each of their turns. They, or a creature within 5 feet of them, can use their action to snuff out the flames, ending the damage. The flames from this spell are cursed and ignore resistance to fire damage.

At higher levels. The initial fire damage increases by 1d6 for each spell slot level above 4th.

Blood Tether

2nd level necromancy (*Cleric, Warlock*)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of the creature's blood)

Duration: Concentration, up to 1 minute.

You link your blood to a willing creature within range. This spell doesn't function on constructs or undead. While the tether is active, if the creature makes an attack roll, you can weaken the damage or strengthen their attack. At the start of the creature's turn, you indicate if you want to increase their power or protect them until the start of their next turn. You can increase the damage they deal on one of their attack by 3d6, or reduce one instance of damage that they take that turn by that amount.

Regardless of the option, you then take an amount of necrotic damage (which you cannot resist in any way) equal half that amount, your concentration is not affected by this damage.

At higher levels. The damage increase or decrease increases by 1d6 for each spell slot level above 2nd.