

## SOUL HARVEST

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**Level 7 necromancy** (warlock, wizard)

**Casting time:** 1 Action

**Range:** 90 feet

**Components:** V, M (the eye of a newborn child)

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

Dark energies spreads from a point you choose within range to fill a 30-foot-radius sphere with dim light until the spell ends. The light spreads around corners. Whenever a creature starts its turn in the sphere, it must make a Constitution saving throw, taking 8d8 necrotic damage on a failed save, or half as much damage on a successful one. Soul devouring wraiths can be heard within the sphere and the sphere is considered difficult terrain. If a creature is missing any of its hit points, its soul is easier to harvest and it takes an additional 2d8 necrotic damage. Undead and constructs are not affected by this spell.

## SERAPHINE'S INSTANT CAGE

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**Level 2 conjuration** (sorcerer, wizard)

**Casting time:** 1 Action

**Range:** 60 feet

**Components:** V, M (iron powder)

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

You point at a creature within range. It must succeed on a Strength saving throw. On a failed save, it becomes trapped in an iron cage that occupies its space. While inside the cage the creature is restrained by shackles. The cage has an AC of 14, 80 hit points is immune to poison and psychic damage and can be carried. To break out, the restrained target can use its action to make a Strength check against your spell save DC. On a success, the target escapes and is no longer restrained by the cage. The spell ends early if the creature leaves the space the cage, or the cage is broken.

## CURSED TRANSPOSITION

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**Level 2 conjuration** (druid, sorcerer, warlock, wizard)

**Casting time:** 1 Action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

You target two creatures, of which you may be one. Each creature must make a Wisdom saving throw, which they can willingly fail, if either succeeds the spell fails. If they both fail they instantly swap positions. The creatures must be connected by a solid object, such as the ground, a bridge, or a rope. Both targets must be within range. Objects carried by the subject creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.