

Draining Smite

1st-level necromancy (*Paladin*)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The first time you hit with a melee weapon attack during this spell's duration, your weapon swirls with shadows which drain the life of your foe. The attack deals an extra 2d6 necrotic damage to the target. Additionally, if the target is a creature, it must make a Constitution saving throw or you regain a number of hit points equal to the damage dealt.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the necrotic damage increases by 1d6 for each spell slot level.

Orb of Corrosion

1st-level necromancy (*Warlock*)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You summon a black sphere of corrupted power. Make a ranged spell attack against a creature within range. On a hit it takes 2d12 necrotic damage and the target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a short or long rest. The target dies if this effect reduces its hit point maximum to 0.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each spell slot level.

Kiss of Death

3rd-level necromancy (*Bard, Warlock*)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Choose a target within range. The target must make a Wisdom saving throw or be charmed by you. If the target suffers any harm, it can repeat the saving throw, ending the effect on a success. While charmed in this way, the creature is compelled to kiss you. It must use its movement on its next turn to get to an empty space within 5 feet of you, and its action to kiss you. If it has no path to you, or no empty space is present next to you, it takes its turn as normal, but avoids damaging you, and repeats the saving throw at the end of its turn, ending the effect on a success.

Upon kissing you, you drain its life, it takes 4d10 necrotic damage and you regain half as many hit points as the

damage dealt. After kissing the target the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d10 for each spell slot level.

Shadow Clone

4th-level illusion (*Sorcerer, Warlock, Wizard*)

Casting Time: 1 action

Range: Self

Components: V, S, M (a small mirror)

Duration: Concentration, up to 1 minute

You create a duplicate of yourself with a number of hits points equal to 5 times your spellcasting modifier, and AC equal to 10 + your spellcasting modifier. The clone is identical to you in every way. It is the same size as you, and it occupies its space. It is a creature. The clone vanishes if it moves more than 60 feet away from you

It has the following properties:

- If it has to make a saving throw, it uses your saving throw bonus for the roll.
- Whenever you move, your echo moves with you in a direction on the ground of your choice, it shares your movement speed.
- When you cast a spell or make an attack, you can choose to make it through your clone instead of through you.
- As a bonus action, you can teleport, magically swapping places with your echo at a cost of 15 feet of both your movements, regardless of the distance between the two of you. To an outsider it seems like nothing happens.
- A creature can make a Arcana (Intelligence) check as an action against your spell save DC to discern which is the magic clone and which is real. A creature with Truesight sees through the illusion automatically.

Evergreen Protector

5th-level conjuration (*Cleric, Druid*)

Casting Time: 1 action

Range: 120

Components: V, S, M (an acorn)

Duration: Concentration, up to 10 minute

You summon a massive tree at a point on the ground within range, to defend your kin. It is 50 feet tall and 10 foot wide, and provides total cover to creatures directly behind it. The area within 30 feet of the tree is considered difficult terrain, except creatures you choose to ignore when first casting the spell. It has 10 AC and a number of hit points equal to 12 times your level.

As part of casting this spell, and on subsequent turns as a bonus action, you can cause a branch to slam down on an enemy within 30 feet of the tree. Make a melee spell attack with your spellcasting modifier. On a hit the creature takes 2d10 bludgeoning damage and must succeed on a Strength saving throw or be knocked prone.