

Twilight Vigil

2nd level necromancy (*Cleric, Warlock*)

Casting Time: 1 minute

Range: Touch

Components: V S M (A Gem of Light worth 100gp, which the spell consumes)

Duration: 8 hours

After the sun is sets and before it rises anew, you can begin a ritual to allow a semblance of life to return to a body. If you attempt to cast the spell during the daytime, it fails. When you begin casting a spell, choose the body of a creature that has died within the past 24 hours. Its soul returns to its body and it returns to life with half of its maximum hit points. The soul will stay within the body as if resurrected for 8 hours. At the end of the 8 hours, or when the body is exposed to sunlight, or is targeted by a *dispel magic*, the soul leaves the body. After being revived by this spell, the soul cannot return to the body unless it is revived using a spell of 5th level or higher.

Eclipsian Bolt

1st level evocation (*Sorcerer, Wizard, Warlock*)

Casting Time: 1 action

Range: 90 feet

Components: V S M (a pinch of powdered)

Duration: Concentration, up to 1 minute

You hurl a bolt in the shape of a miniature sun fires at a creature within range. Make a ranged spell attack. On a hit, you deal 2d8 radiant damage and leave a sun mark on the target. At the end of the target's next turn, the sun mark eclipses and creates a 10-foot radius circle of magical darkness centered on the creature This area lasts for 1 minute.

At Higher Levels. The radiant damage increases by 1d8 for each spell slot level above 1st.

Devour Light

5th level evocation (*Sorcerer, Wizard, Warlock*)

Casting Time: 1 action

Range: 120 feet (20-foot sphere)

Components: V S M (a pinch of powdered)

Duration: Instantaneous

Choose a point within range. Shadows begin to swirl and grow at the area, devouring light. Any source of magical or non-magical light within the area is dispelled, before an explosion of darkness erupts. All creatures within a 20-foot radius centered on that point must make a Constitution saving throw or take 8d6 necrotic damage. After the explosion, an area of magical darkness forms in the radius.

At Higher Levels. The radius of the spell increases by 5 feet and the necrotic damage increases by 1d6 for each spell slot level above 5th.

Nocthelian Metamorphosis

1st level transmutation (*Bard, Sorcerer, Wizard, Warlock*)

Casting Time: 1 action

Range: 60 feet

Components: V S M (a drop of nocthelian blood)

Duration: Concentration, up to 1 minute

Using the blood of a nocthelian, you infuse dark magics into a creature of your choice. That creature must make a Constitution saving throw. On a failure, the target gains the Sunlight Sensitivity trait for the duration of the spell.

At Higher Levels. You can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

GM NOTE

Sunlight Sensitivity: While in sunlight, the monster has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Glory of a New Sun

6th level conjuration (*Bard, Cleric, Druid*)

Casting Time: 1 action

Range: Special

Components: V S M (a gem of light worth 2000gp)

Duration: Concentration, up to 24 hours

The first time this spell is cast by any creature on a day, it creates a small sun that nests itself in your heart, making you shed dim light in a 30-foot radius. When the spell ends, this new sun cracks, all allies within a 30-foot radius centered on you regain 6d6 hit points and all hostile creatures in that same radius must succeed on a Constitution saving throw or suffer 24 (6d6) radiant damage, or half as much on a success. The dim light of the spell then fades. A creature standing in darkness cannot be targeted by the effects of this spell.