

Sinkhole

May 17, 2023



8th Level Evocation

Casting Time: 1 action

Range: 500 ft.

Components: V, S, M (a piece of obsidian wrapped in dried clay)

Duration: Concentration, up to 1 Minute

You evoke a large quantity of [Oblivion](#) energy below the ground such that the ground above it becomes unstable and suddenly crumbles and sinks into a pit 100 feet deep. A creature standing on a spot where a sinkhole opens must succeed on a Dexterity saving throw or fall in and take 10d6 falling damage. A creature that successfully saves moves with the hole's edge as it opens.

Any structure over the radius that's completely within the radius of the sinkhole automatically collapses into the hole. A structure that overlaps the sinkhole radius takes 10d10 bludgeoning damage. If a structure reaches 0 hit points, it collapses into the hole. A creature that falls into the hole or is inside the structure must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage in addition to the falling damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become

buried.

Plague of Darkness

May 17, 2023



7th Level Evocation

Casting Time: 10 minutes

Range: 50-mile radius circle

Components: V, S, M (a black cloak)

Duration: 1 Day

You create a layer of darkness above the clouds that blocks all light from the sun, moon, and stars. Darkvision still functions normally as if in total darkness, and other light sources function normally.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the radius doubles for each slot level above 7th.

Dark Messenger

May 17, 2023



4th Level Illusion

Casting Time: 1 action

Range: Unlimited

Components: V, S, M (a raven feather)

Duration: 1 round

You create a dark intangible figure appearing in the shape of a bird but non-reflective black. Once sent, the messenger vanishes into [Oblivion](#) and reappears at the location you chose. On arrival, the messenger transforms into a programmed shape, usually words, but whatever shape you choose, no larger than a 3-foot cube. The message disappears when a living creature with an Intelligence of at least 3 touches it.

Carve

May 17, 2023



6th Level Conjuration

Casting Time: 1 action

Range: 120 ft.

Components: V, S

Duration: Concentration, up to 2 hours

A dagger-sized black blade appears and slowly carves through rock, wood, or anything else with an Object Armor Class of 18 or less. The blade can dig a trench or hole at a rate of 1000 cubic feet every 10 minutes. You can also use the blade for finer cuts, like sculpture or engraving at the same rate as would be needed to do so by hand with your skill level. While the blade can be used against a living target, it moves slowly enough that any creature that's not paralyzed, restrained, or otherwise unable to move would be able to avoid the blade. An immobilized target will be pushed along with the material being moved.

Oblivious Movement

May 17, 2023



4th Level Abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a black leather glove)

Duration: 1 Hour

You touch a willing creature. For the duration, the target is enveloped in a shadowy field, and the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be grappled or restrained.

The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles. Finally, being underwater imposes no penalties on the target's movement or attacks.

Exploding Devastation

May 17, 2023



7th Level Evocation

Casting Time: 1 action

Range: 150 ft./20 ft. sphere

Components: V, S, M (a small bag of obsidian shards)

Duration: Concentration, up to 1 Minute

You charge the bag with [Oblivion](#) energy, and it reduces to a 1-inch dark sphere, which you can then direct to float anywhere within range. When the spell ends, either because your concentration is broken or because you decide to end it, the bead detonates into an explosion of shards of Oblivion energy. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 12d6 force damage on a failed save, or half as much damage on a successful one.

The energy damages objects in the area, including carried objects held facing the blast, at the DM's discretion, a successful save using the Armor Class of the object reducing damage by half.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d6 for each slot level above 7th.

Sphere of Annihilation

May 17, 2023



3rd Level Evocation

Casting Time: 1 action

Range: 60 ft./5 ft. sphere

Components: V, S, M (an obsidian marble)

Duration: Concentration, up to 1 Minute

A 5-foot-diameter sphere of [Oblivion](#) energy appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 force damage on a failed save, or half as much damage on a successful one. The creature must also succeed on a Dexterity saving throw for any equipment touched by the sphere, at the Dungeon Master's discretion, or the item takes the same amount of damage.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, it can move in any direction, but if it moves outside of range, the spell ends.

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.

Touch Oblivion

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3rd Level Evocation

Casting Time: 1 action

Range: 60 yards

Components: V, S, M (Shard of obsidian)

Duration: 6 rounds

When cast, this spell calls into being a 40-foot cube of inky-black nothingness that chills everything inside it. Those within must succeed on a successful Constitution saving throw or take 6d6 points of damage. Those who are successful take only half damage from the numbing cold. All within the cube are chilled to the bone whether they successfully save or not and have Disadvantage to their attack and damage rolls for the next 1d4 + 1 rounds. Those within the cube are unable to see through the blackness; the caster is able to make them out as dim shadows within it.

Wall of Annihilation

May 17, 2023



6th Level Evocation

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (a flat piece of obsidian)

Duration: Concentration, up to 10 Minutes

A black wall of [Oblivion](#) energy springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is infinitely thin. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature takes 5d8 force damage. On a successful Dexterity save, a creature takes half damage.

Anything passing through the wall takes 5d8 force damage, including anything carried. A creature thrown or otherwise moved toward the wall against their will can make a Dexterity save for half damage. Anything reduced to 0 hit points is disintegrated. It is immune to all damage but can be dispelled by a high enough dispel magic. The wall also extends into the Ethereal Plane,

blocking ethereal travel through the wall.

Untouchable Minion

May 17, 2023



2nd Level Conjuration

Casting Time: 1 action

Range: Line of Sight

Components: V, S, M (A small black bell or whistle)

Duration: 1 Hour

Attack/Save: DEX

You create a dark, intangible, and silent servant in the form of any medium or smaller creature you've encountered. While the figure can pass through solid objects, it must remain visible to you or the spell ends. The figure can move, fly, and communicate via visible motions without affecting physical objects, acting by your mental command. At any point in the spell duration, the figure can attack one target, who must make a Dexterity saving throw. A creature takes 1d6 force damage on a failed save, or no damage on a successful one. Once the figure attacks, the spell ends.

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.