



Censorship

3rd-level enchantment (sorcerer, wizard)

Casting Time: 1 action

Range: 90 feet

Components: V, M (a thick black quill)

Duration: Concentration, up to 10 minutes

You animate a swirl of dark ink, which slashes at a creature of your choice. Choose a creature within range and a school of magic. That creature must succeed on a Charisma saving throw or become cursed for the duration. While cursed, the creature can't cast spells from the chosen school.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.

Bloodwave Aura

4th-level conjuration (cleric, paladin, warlock)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 1 minute

Leechdepth energy emerges from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. As a bonus action on each of your turns, you can channel one of the following effects:

- A creature of your choice within the aura regains 1d10 hit points.
- One corpse that has died within the last hour within the aura is raised as a zombie for the duration of the spell. The zombie is an ally to you and your companions. In combat, the zombie shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

Endless Vigilance

5th-level enchantment (paladin, ranger)

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You empower yourself with enhanced vigilance. For the duration, you have advantage on opportunity attacks. In addition, when you hit a creature with an opportunity attack, you can move up to your speed immediately after the attack as part of the same reaction. If this movement brings you within 5 feet of another creature, you can make a melee attack against it as part of the same reaction.



Blood-Draining Curse

5th-level necromancy (sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, M (a pickled chicken's foot and an enchanted jar worth 100 gp)

Duration: Concentration, up to 1 minute

Using the vile nature of the Leechdepth, you attempt to curse a creature's misfortune. Choose a creature within range. That creature must succeed on a Charisma saving throw or become cursed for the duration. While cursed, whenever the creature fails an ability check, attack roll, or saving throw, it takes 3d10 necrotic damage.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 7th level or higher, the duration is 8 hours. If you use a spell slot of 8th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 7th level or higher grants a duration that doesn't require concentration.