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# SPELLS

## BANISH LIGHT

5th-Level Abjuration

**Spell Lists:** Cleric, Nightblade, Warlock, Wizard  
**Casting Time:** 1 action  
**Range:** Self (20-foot-radius sphere)  
**Components:** V, S  
**Duration:** Concentration, up to 1 hour

A 20-foot-radius sphere of pure darkness emanates from you. The lighting within the field drops to magical darkness, regardless of existing lighting conditions. Until the spell ends, the sphere moves with you, centered on you.

Spells and magical effects that create light or deal radiant damage, such as *daylight* or *sunbeam*, are suppressed in the sphere and cannot protrude into it, as an *antimagic field*. Effects that restore hit points to living creatures restore only half as many hit points, and all creatures in the area gain resistance to radiant damage.

## BANISH SHADOWS

5th-Level Abjuration

**Spell Lists:** Cleric, Nightblade, Paladin, Wizard  
**Casting Time:** 1 action  
**Range:** Self (20-foot-radius sphere)  
**Components:** V, S  
**Duration:** Concentration, up to 1 hour

A 20-foot-radius sphere of brilliant light emanates from you. The lighting within the field becomes bright light, regardless of existing lighting conditions. Until the spell ends, the sphere moves with you, centered on you. Creatures in the area do not cast a shadow.

Spells and magical effects that create darkness or deal necrotic damage, such as *darkness* or *death*, are suppressed in the sphere and cannot protrude into it, as an *antimagic field*. Effects that restore hit points to undead restore only half as many hit points, and all creatures in the area gain resistance to necrotic damage.

## CONTROL LIGHT

4th-Level Evocation

**Spell Lists:** Cleric, Druid  
**Casting Time:** 1 action  
**Range:** Self (30-foot-radius sphere)  
**Components:** V, S, M (a pearl and a piece of obsidian each worth 5 gp, which the spell consumes)  
**Duration:** Concentration, up to 1 hour

While this spell lasts, you can designate a single light level (bright light, dim light, darkness, or magical darkness). The light within 30 feet of you becomes that light level so long as the spell lasts. The effect moves with you when you do.

As an action on your turn, you can change the light level brighter or darker by one step.

## DARK CONFINEMENT

2nd-Level Illusion

**Spell Lists:** Nightblade, Sorcerer, Warlock, Wizard  
**Casting Time:** 1 action  
**Range:** 50 feet  
**Components:** V, S, M (a spider web)  
**Duration:** Concentration, up to 1 minute

When you cast this spell, up to three target creatures within range must make a Charisma saving throw. If it fails, it is unable to enter into areas of bright light while the spell lasts. Attempts to do so feel as if struggling against a solid wall.

The creature must be in dim light, darkness, or magical darkness when you cast the spell, or the spell fails. If the creature is forcefully moved into an area of bright light, the spell is suppressed until it moves back out of the bright light.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target an additional two creatures within range for each slot level above 2nd.

## DARK RECOVERY

2nd-Level Evocation

**Spell Lists:** Nightblade  
**Casting Time:** 1 bonus action  
**Range:** Self  
**Components:** V  
**Duration:** Instantaneous

You immediately regain a shadow surge. This cannot put you above your maximum number of shadow surges you can have at once.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or 4th level, you regain two shadow surges. If you cast this spell using a slot of 5th level or higher, you regain three shadow surges.

## DARKBOLT

3rd-Level Evocation

**Spell Lists:** Nightblade, Warlock  
**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S

concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed if you chose *awe* or frightened if you chose *fear* until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

### WILD MAGIC

Your innate magic comes from the wild forces of chaos that underlie the order of creation. You might have endured exposure to some form of raw magic, perhaps through a planar portal leading to Limbo, the Elemental Planes, or the mysterious Far Realm. Perhaps you were blessed by a powerful deity or marked by a demon. Or your magic could be a fluke of your birth, with no apparent cause or reason. However it came to be, this chaotic magic churns within you, waiting for any outlet.

### WILD MAGIC SURGE

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, the DM can have you roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

### TILES OF CHAOS

Starting at 1st level, you can manipulate the forces of



## ANGELS, SHAITAN

While most fallen angels have usually gone astray due to Armodius' corruption, some have succumbed to the temptations of Graz'ul, The Dark Prince of Pleasure, or Malsheer, the Succubus Queen. These angels are known as shaitan or shayatin. Once beautiful and majestic, they have turned into dark and hateful opposites of their former selves.

**Shadow Friends.** No longer celestial, these angels have lost some of their powers, including fast flight speed, magic resistance, and the ability to project radiant energy. These changes resulted in driving most of them insane. Now as fiends, they draw their power from the Shadowfell and the Abyss. Their bodies are always cloaked with coating shadows and their eyes lined with alchemical fire.

**Demonic Servants.** Once messengers and executors of the will of their gods, they now serve Demon Princes as assassins and generals, often leading shadow demons in their missions. Twisted and vengeful, they scheme and hide their time until an opportunity presents itself where they can wreak havoc and deal the most damage against their former gods who have forsaken them, often striking at those who worship them.

### DEVA SHAITAN

Medium fiend (shaitan), chaotic evil

Armor Class 17 (natural armor)  
 Hit Points 120 (16d8 + 64)  
 Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	18 (+4)

Saving Throws Wis +9, Cha +8  
 Skills Intimidation +8, Perception +9  
 Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons  
 Condition Immunities charmed, exhaustion, frightened  
 Senses darkness 120 ft.; passive Perception 19  
 Languages all, telepathy 120 ft.  
 Challenge 10 (5,900 XP)

**Fiendish Weapons.** The devil's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 4d8 necrotic damage (included in the attack).

**Innate Spellcasting.** The deva uses spellcasting ability in Charisma (spell save DC 16). The deva can innately cast the following spells, without providing material components. It will always cast *evil* and *good*.

1/day each: contagion, insect plague  
**Shadow Stealth.** While in dim light or darkness, the deva can take the Hide action as a bonus action.

**Shadow Step.** While in dim light or darkness, the deva can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

### ACTIONS

**Multitask.** The deva makes two melee attacks. It can use Life Drain in place of one melee attack.

**Melee.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) bludgeoning damage plus 18 (4d8) necrotic damage.

**Life Drain (2/day).** Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 20 (4d8 + 2) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Change Shape.** The deva magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice). In a new form, the deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.









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