Black magic

Black magic is associated with hexes that cause pain and suffering, and spells which give rise to undeath. Harnessing such a craft can lend you great power, but inevitably carries a cost. Darkness cannot be contained, after all; it merely seeps forth from wherever it is kept

Black Magic Bonus Spells

Spell Level Spells

1st exhume*, inflict wounds

2nd gentle repose, magic weapon

3rd animate dead, vampiric touch

4th blight, death ward

5th cloudkill, contagion

HEX: DECAY

When you adopt this craft at 3rd level, you learn to drain the vitality from a living being. As an action, choose one creature you can see within 60 feet to make a Constitution saving throw. On a failed save, the creature takes 1d4 necrotic damage at the beginning of its next turn and its hit point maximum is reduced by the amount of necrotic damage taken. This reduction lasts until the hex ends. The target dies if this effect reduces its hit point maximum to 0. This hex ends at the end of your next turn.

UNDEATH COMMAND

Starting at 6th level, you have intertwined the magic of your familiar with the magic you use to animate the dead. When you use your bonus action to command your familiar, you can use the same bonus action to issue a command to any undead you control via the animate dead spell or similar magic.

LIFE TETHER

At 10th level, as a reaction when you take damage from a creature you can see, you can transfer some of that damage to a creature which is the sole target of your hex. You take half the damage (rounded down) and the hexed creature takes the remaining damage. Once you use this ability, you can’t use it again until you finish a short or long rest.

BLACK SACRIFICE

Beginning at 14th level, if your familiar is within 10 feet of you, you can use your action to command it to dissolve its magical bond to this plane, which unleashes a torrent of necromantic energy. Each creature you choose within 20 feet must make a Dexterity saving throw against your spell save DC. A creature takes 8d10 necrotic damage on a failed save, or half as much on a successful one, and its hit point maximum is reduced by the amount of necrotic damage taken. A target dies if this effect reduces its hit point maximum to 0. Once you use this ability, you can’t summon your familiar again until you finish a long rest.

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