

Le Fay's Gaze

8th-level divination (*sorcerer, warlock, wizard*)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a crystal ball or deck of enchanted cards worth at least 5000 gold)

Duration: Concentration, up to 8 hours

You tap into the shadowy forces of the universe, tracking a creature wherever they may be. Choose any creature you know the name of. The creature must make a Wisdom saving throw.

On a successful save, you create an invisible sensor around it, which flies around the target, always remaining within 10 feet of it for the duration of the spell. You lose awareness of your surroundings and cannot move or speak while the spell is active, but can instead see through the sensor. You can choose to end the spell as a free action, dismissing the sensor. You then can't use this spell against that creature again for 24 hours.

On a failed save, you know the target's exact location and create an invisible sensor around it, which flies around the target, always remaining within 10 feet of it for the duration of the spell. As long as you maintain concentration, you can use a bonus action to see and hear from the sensor, but can otherwise move, speak and act normally.

A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist.

Le Fay's Twilight Sword

6th-level conjuration (*sorcerer, warlock, wizard*)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a sword)

Duration: Concentration, up to 1 minute

Using Morgan Le Fay's old enchantments, you infuse a blade with twilight magic, turning it into a magical weapon of incredible strength. If it was not already magical, the weapon becomes magical until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 4d10 necrotic damage on a hit and has the two-handed and thrown properties, but uses your spellcasting ability for its attack and damage, instead of Strength or Dexterity. In addition, while wielding the sword, you are considered heavily obscured.

After making a successful weapon attack with the sword, you may teleport up to 30 feet as part of the same attack.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each spell level above the 6th.

Le Fay's Seed of Discord

4th-level evocation (*sorcerer, warlock, wizard*)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You utter dark words, which seep paranoia into the souls of those surrounded by allies. Choose a creature within range. They must make a Wisdom saving throw. They take 2d8 psychic damage for each creature they would consider an ally within 30 feet of them on a failure and half damage on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage taken for each ally increases by 1d8 for each spell level above the 4th.



Le Fay's Undead Mastery

3rd-level necromancy (*sorcerer, warlock, wizard*)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a skull with a ruby eye worth at least 30 gold)

Duration: 1 Minute

You empower the dead around you, emboldening them and leading them on. Up to six creatures you choose within range regain gain 3d10 temporary hit points and become empowered. While empowered in this way, their attack deal an additional 1d10 psychic damage, they become immune to being turned and have advantage on all saving throws against spells and other magical effects.

If you choose an undead creature you do not currently have control over and its CR is equal to or smaller than your total levels, it must make Wisdom saving throw. On a failure, it follows your commands for the duration of the spell or until it is attacked by one of your allies. It does not follow commands that are obviously harmful to it, such as setting itself on fire or hitting itself, but does fight for you. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the initial hit points increase by 1d10 for each spell level above the 3rd.

