

Forgiveness

1st-level evocation (bard, cleric, paladin)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You touch a troubled creature's soul and grant it forgiveness for its crimes. If the creature is charmed or frightened, it can use its reaction to repeat the saving throw for the effect, ending it on a success. If it succeeds, it gains 1d6 temporary hit points.

At higher levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above the 1st.

Lance of Mordred

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

Casting Time: 1 action
Range: 60 feet (10-foot radius)
Components: S, M (the tip of an obsidian spear)
Duration: Instantaneous

You conjure up a demonic spear and throw it towards a point that can you see 60 feet away from you. The spear flies in a 5-foot wide and 60-foot long line towards that point. All creatures in the line must

succeed a Dexterity saving throw or be impaled by the spear, taking 2d6 piercing damage, and being pulled with it to the chosen point. Upon reaching its destination, the spear explodes in a 10-foot radius. All creatures within the area must make a Dexterity saving throw, taking 5d6 piercing damage on a failure and half on a success. After the explosion if multiple creatures are occupying the same space, they are shoved to the nearest empty space, in an order decided by the GM.

At higher levels: When you cast this spell using a spell slot of 6th level or higher, the initial damage increases by 1d6 for each slot level above the 5th.

Snakebite

3rd-level conjuration (druid, ranger, wizard)

Casting Time: 1 action
Range: 30 feet
Components: S, M (a serpent's fang)
Duration: Concentration, up to 1 minute

You conjure up the spirit of a snake and lash out at a creature within range. Make a melee spell attack against one creature within range. On a hit, the creature takes 5d12 poison damage and must succeed on a Constitution saving throw or become poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above the 3rd.

Art by Warmtail



Conjure Corpses

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

Casting Time: 1 Action

Range: 15 feet

Components: V, S, M (a cauldron and three vials of child's blood)

Duration: Concentration, 1 hour

Using up your necromantic knowledge, you conjure up the corpses of otherworldly creatures, either as a means of intimidation or to raise as your thralls. They appear on a point within range

Choose one of the following options for what appears:

- The corpse of a creature of challenge rating 5 or lower
- The corpses of two creatures of challenge rating 3 or lower
- The corpses of five creatures of challenge rating 1 or lower

The corpses can be aberrations, beasts, celestials, dragons, fey, fiends, giants, or monstrosities. You can choose which corpses appear or have your GM choose for you.

Each creature is considered Undead, cannot cast spells, and is friendly to you and your companions. They share your initiative but take their turn immediately after you. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures but otherwise take no actions.

While on the ground, the spaces the corpses occupy are considered difficult terrain.

At higher levels: When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, causing more corpses to appear: twice as many with a 7th-level slot and three times as many with a 9th-level slot.

