



Blood Pool Portal

2nd-level conjuration (sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, M (a fresh corpse)

Duration: Instantaneous

You vanish in a puff of red mist, appearing from a puddle of fresh blood. Choose a corpse with blood on or near it that you can see within range. You reappear from the spilled blood at an unoccupied space within 5 feet of the corpse.

Rushed. You can cast this spell as a bonus action. You can only do so if the corpse you are teleporting to was killed this turn.

Vampiric Boarding Mist

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

Casting Time: 1 minute

Range: 1 mile

Components: V, S, M (an enchanted leech)

Duration: 1 round

You utter out an ancient curse at a ship you can see within range, engulfing it in red mist. For the duration, the deck of the ship is heavily obscured. Each creature of your choice can teleport a random location aboard the cursed ship as a bonus action.

Dead Man's Noose

4th-level conjuration (sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 90 feet

Components: S, M (a noose which has hanged at least 30 traitors)

Duration: Concentration, up to 1 minute

Using the vengeful souls of the dead, you conjure spectral gallows with five nooses in an unoccupied space of your choice within range. When you cast this spell, you can direct each noose to hang a creature within 15 feet of it that you can see. Each creature must succeed on a Dexterity saving throw or take 3d8 necrotic damage, be pulled 5 feet toward the gallows, and be grappled by the noose.

A creature grappled by a noose can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

Until the spell ends, you can direct each noose to hang the same creature or another one as an action on each of your turns. A noose can only grapple one creature at a time.

Soul Bolt

1st-level necromancy (sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 90 feet

Components: V, M (a silvered cursed apple worth at least 50 gp)

Duration: Instantaneous

Putrid, necrotic energy shoots out from your mouth and toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 5d8 necrotic damage. You suffer one level of exhaustion.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st. When you cast this spell using a spell slot of 5th level or higher, you don't suffer a level of exhaustion.