

# SPELLS

## Arthurian Army

8th-level conjuration (*cleric, wizard*)

**Casting Time:** 1 action

**Range:** 60 feet (60-foot long, 15-foot wide line)

**Components:** V, S, M (a golden, gem-encrusted shield worth at least 1000 gold, which the spell consumes.)

**Duration:** Concentration, up to 10 minutes

Calling upon the spirits of the armies of old, you summon a knightly charge to your side. Choose a point you can see within range. A line of spectral knights charges in a 60-foot long, 15-foot wide line towards that point, passing through terrain, cover and other creatures. Each creature in the area must make a Dexterity saving throw. A creature takes 8d6 radiant damage on a failed save, or half as much damage on a successful one.

At the end of the charge, 5 knights and 1 priest appear. When they reach 0 hit points or the spell ends, they disappear. They are allies to you and your companions. In combat, the creatures share your initiative count, taking their turns immediately after yours. They obey your verbal commands (no action required by you). If you don't issue any, they take the dodge action and use their movement to avoid danger.

## Aura of Kinship

4th-level abjuration (*cleric, paladin*)

**Casting Time:** 1 action

**Range:** Self (30-foot radius)

**Components:** V,

**Duration:** Concentration, up to 1 minute

A brotherly energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Whenever an ally is damaged while within the aura, you may use your reaction to prevent that damage. If you do, the damage is instead divided evenly between you, the target, and any number of willing creatures within the aura.

## Mark of Leadership

3rd-level enchantment (*cleric, paladin*)

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You embolden a creature with the mark of leadership, a flowing red cap appearing on their back. Choose a creature within range. It must make a Charisma saving throw (which it can choose to fail). On a failure, the creature is marked. While marked, the creature is immune to the charmed, frightened and grappled conditions, shines bright light in a 20-foot radius, and dim light for another 20 feet. Creatures that see the target may spend 5 feet of movement to move 10 feet in a direct line toward the marked creature.

## Holy Anointment

9th-level enchantment (*cleric*)

**Casting Time:** 8 hours

**Range:** Touch

**Components:** V, S, M (a golden crown blessed by a god, worth at least 50,000, which the spell consumes)

**Duration:** Until dispelled

With the power invested in you by the gods, you anoint a willing creature as king and protector of the realm. Until it dies or the spell is dispelled, the target gains the following benefits:

- It has resistance to radiant and necrotic damage.
- It has truesight for up to 60 feet.
- Its hit point maximum cannot be reduced.
- Any number of creatures it chooses know its exact location at all times.
- It gains proficiency in all weapons and armor.
- It becomes immune to the charmed and frightened conditions.
- It can cast the augury, commune and find steed spells at will.
- It becomes immune to disease and to the effects of old age, though it may still die from aging.
- It can summon a deva to defend itself as an action. The deva remains by its side for 1 hour and follows its verbal commands (no action required), then shifts back to its home plane. Once it has used this feature, it can't do so again until it finishes a long rest.

