

EXPANDED HEMOMANCY SPELLS



HOMEBREW

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BLOODCRAFT

Necromancy Cantrip

Casting Time: 1 action.

Range: 30ft.

Components: V, S

Duration: 1 Hour

Classes: Sorcerer, Wizard

Your mastery of blood magic has allowed you to manipulate blood and ichor at will. You can choose to control fresh blood that fits in a 5ft. cube and manipulate it in the following ways.

- You can amplify the scent of blood. You can create a sharp, pungent aroma of blood to be able to easily be smelled in a 300ft. radius around you. This effect can last for an hour.
- You can cause the blood or ichor to form into simple shapes and animate at your direction. This effect lasts for an hour.
- You can change the color of exposed blood. This effect lasts for 1 hour.
- You can cause solidified blood to return back to liquid state for up to 1 hour before it begins to dry or congeal.

You can only maintain one of these special effects at a time.

BLOODBEND

Necromancy Cantrip

Casting Time: 1 action

Range: 30ft.

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

You can manipulate the blood of others to create the following effects. You can target one creature that you can see within range to make a Constitution saving throw. On a failed save, a creature suffers from one of the following effects for the duration of the spell's effects.

- **Bloody Tears** You can cause a creature to begin to bleed from its eyes. Until the end of that creature's next turn, it suffers disadvantage on Wisdom(Perception) checks and any attack rolls that rely on sight.
- **Nosebleed** You can cause blood vessels in a creature to burst to disrupt a creature's focus with a painful migraine that causes their noses and ears to bleed. Until the end of that creature's next turn it suffers disadvantage on saving throws to maintain concentration.
- **Blood Lock** You can restrict a creature's movement by controlling its blood flow. Until the end of its next turn, that creature is unable to Dash or take reactions.

BLEED

Necromancy Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

You are able to cause internal bleeding to accelerate the process of death to a dying creature. You can force a creature within 0 hitpoints within range to make a Constitution saving throw.

On a failed saving throw, that creature is unable to become stable even if it succeeds its death saving throws three times.

If a creature regains 1 hitpoint, the effects of this spell immediately ends. If the spell ends and the creature has succeeded the necessary amount of death saving throws, it automatically stabilizes as normal.

BLOOD BLADE

Necromancy Cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S, M(your own blood)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

You are able to conjure a jagged blade of solid blood. This effects creates a one handed blade.

For the duration of the spell, the weapon's damage die deals 2d4 necrotic damage. If you drop the weapon or throw it, it melts into a pool of blood at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the blade to reappear in your hand.

While wielding this weapon, you can use your spellcasting modifier instead of your Strength or Dexterity modifier for your attack and damage rolls.

You can choose to spend one hitdie to increase the weapon's damage die to 3d4 for the duration of the spell.

HEMATIC ORB

Necromancy Cantrip

Casting Time: 1 Action

Range: 120ft.

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

You can conjure a orb of blood magic to target a creature in range. These orbs become stronger the greater your injuries are. Make a ranged spell attack against a target. On a hit, that target takes 2d4 necrotic damage. If you are below half your hitpoint maximum, you can add your spell casting modifier to the total damage.

Before casting this spell, you can choose to amplify its effects with you hit die. Upon spending a hit die in this manner, you can add an additional 1d4 damage to the total damage of the orb. This additional damage can be your choice of acid, cold, fire, lightning, or poison damage.

At Higher Levels The spell creates more than one orb when you reach higher levels: two bolts at 5th level, three bolts at 11th level, and 4 bolts at 17th level. You must make a separate attack roll for each orb. You can direct the orbs at the same target or different ones.

HEMOTURGY

Necromancy Cantrip

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 Hour

Classes: Sorcerer, Wizard

Using this spell, you are able to manipulate the basic properties of your own blood to create one of the following effects:

- You can change to color or opacity of your blood. This effect may cause your skin color to change accordingly, especially if you blush or perform strenuous activity that causes blood to rush.
- You can cause your eyes to become bloodshot, matching whatever color your blood is. Your veins may become much more pronounced and can be visible under your skin.
- You can drastically alter your body temperature causing your body to become incredibly extremely warm or cold. This temperature change is not enough to cause harm and is equivalent to having a extreme fever or possessing the cold clammy skin of a dead corpse. This temperature change does not harm you or disrupt any of your body functions in any way.

You can maintain up to three of these effects at a time for the duration of this spell.

SANGUINE RECOVERY

Necromancy Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You can use your own blood to accelerate the healing capabilities of yourself or creature that you touch. That creature can can expend one available hit die to regain a number of hitpoints equal to its hit die + its choice of its Constitution modifier or your spellcasting modifier.

At Higher Levels At higher levels, you are able to heal yourself in a greater capacity. At 5th level, you can choose to spend one additional hit die. The total number of hit die that can be used increases by 1 both at 11th level and 17th level.

WITHER BLADE

Necromancy Cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a weapon)

Duration: 1 round

As a part of the action used to casted the spell, you must make a melee weapon attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and fall under a blood curse until the start of your next turn.

If the target regains hitpoints by any means before then, it immediately takes 1d8 necrotic damage, and the spell ends.

The spell's damage increases when you reach higher level. At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target and the damage the target takes for healing increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

BLOOD SEEKER

1st Level Necromancy Spell

Casting Time: 1 action

Range: 120ft.

Components: V, S

Duration: Instantaneous

You can fire two crimson bolts of magic that hone in on wounded creatures. You can make a ranged spell attack against a creature within range. Upon a hit, you can deal 2d4 necrotic damage. This attack has advantage against creatures that are missing any of its hitpoints. You can hurl these bolts at one creature or several.

At Higher Levels At higher levels, when you cast this spell at 2nd level or higher, you can create one additional bolt for each spell level above 1st.

BLOOD SHARD

1st Level Necromancy Spell

Casting Time: 1 action

Range: 120ft.

Components: V, S, M(a drop of the caster's blood)

Duration: Instantaneous

You can conjure a jagged bolt of solid blood to fire at creature in range. You can make a ranged spell attack against a creature within range. Upon a hit, the target takes 3d8 necrotic damage. If this attack reduces a creature to 0 hitpoints, you regain one expended hit die as the blood shard sucks the blood from the corpse.

At Higher Levels At higher levels, when you cast this spell at 2nd level or higher, the damage increases by 1d8 for each level above 1st.

CHANNEL AGONY

1st Level Necromancy Spell

Casting Time: 1 Reaction whenever you or a creature within 30ft. of your takes damage

Range: 30ft

Components: S

Duration: 1 Round

Classes: Sorceror, Wizard

You are able to use the blood of other creatures to amplify your attacks. When you or a creature within range takes damage, you can use their blood to empower your next attack. The next time you deal damage on your next turn, the target takes an additional 1d8 necrotic damage and the spell ends.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each slot above 1st.

BLOOD BOLT

2nd Level Necromancy Spell

Casting Time: 1 Action

Range: 90ft

Components: V, S, M (drop of blood)

Duration: Concentration up to 1 hour.

Classes: Cleric, Sorceror, Warlock, Wizard

You can fire a congealed bolt of blood at a target within range. You can choose to use your own life force to amplify its effects. You can make a ranged spell attack. On a hit, you can deal 4d8 necrotic damage.

Before you cast the spell, you can choose to expend one hit die to amplify the damage to 5d8 instead. If the spell attack misses, all expended hit die is wasted.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, you can increase the base damage die by 1d8 for each level above 2nd. You can also increase the number of hit die used on this spell by one for each level above 2nd.

BLOOD PUPPET

2nd Level Necromancy Spell

Casting Time: 1 Action

Range: 60ft

Components: V, S

Duration: Concentration, up to 1 minute.

Classes: Cleric, Sorceror, Warlock, Wizard

You can temporarily control the very blood of a creature you can see within range. You can force a creature within range to make a Constitution saving throw. On a failed saving throw, you can force the target to perform one of the following tasks on your turn

This spell has no effect on undead or constructs.

- That creature must move up to your movement speed in a direction of your choice. This movement does not provoke attacks of opportunity.
- That creature must drop an object that it is holding
- You can command that creature to make a melee weapon attack against a creature within its reach
- You can force the creature to fall prone.

VAMPIRIC DRAIN

2nd Level Necromancy Spell

Casting Time: 1 Action

Range: 60ft

Components: V, S

Duration: Instantaneous

Classes: Cleric, Sorceror, Warlock, Wizard

You can siphon the life essence from a creature that you can see within range to revitalize another creature of your choice. You can force one creature within range to make a Constitution saving throw. On a failed saving throw, that creature takes 3d6 necrotic damage and half as much on a successful saving throw.

Upon using this feature, you can recover a number of hitpoints equal to half the damage dealt.

At Higher Levels When you cast this spell using a spell slot or 3rd level or higher, the damage increase by 1d6 for each slot above 3rd.

BLOOD MOTE

2nd Level Necromancy Spell

Casting Time: 1 Bonus Action

Range: 90ft

Components: V, S, M (drop of the caster's blood)

Duration: Concentration up to 1 hour.

Classes: Cleric, Sorceror, Warlock, Wizard

You can place a mark a creature with a vampiric brand that allows you to siphon its blood upon death. Until the spell ends, you can deal an additional 1d6 necrotic damage to the target whenever you hit it with an attack. When that creature is reduced to 0 hitpoints, you can regain one expended hit die.

A Remove Curse cast on the target ends this spell early.

At Higher Levels When you cast this spell using a spell slot of 3rd or 4th level, you can regain two expended hitdie. When you use a spell slot of 5th or 6th level or higher, you can regain three expend hit die. At 7th level or higher, you can regain 4 expended hit die. At 9th level, you can use this feature without maintaining concentration and regain 5 expended hit die.

BLOOD BOND

3rd level Necromancy Spell

Casting Time: 1 Action

Range: 30ft

Components: V, S, M (drop of blood)

Duration: Until dispelled

Classes: Cleric, Sorceror, Wizard

You are able to link the life force of yourself and a number of willing creatures of your choice equal to your spellcasting modifier within range can benefit from one of the following features.

- **Sanguine Revitalization** Upon finishing a short rest, you and all affected creatures are able to spend two additional hit die, even if that creature has no more remaining hit die. When creature spend hit die while under the effects of this spell, they can choose to add your spellcasting modifier instead of their Constitution bonus. Upon finishing a short rest in this manner, the spell ends.
- **Sanguine Recovery** Upon finishing a long rest, you and all affected creatures are able to recover two additional expended hit die. Upon finishing a long rest in this manner, the spell ends.

At Higher Levels When you cast this spell at 5th level or higher, you can use one additional hit die for either effect. At 7th level or higher, you can use four additional hit die, and at 9th level, you are able to use five.

BLOOD GIFT

3rd Level Necromancy Spell

Casting Time: 1 Action

Range: Touch

Components: S

Duration: Instantaneous

Classes: Cleric, Sorceror, Warlock, Wizard

With a single touch, you and one willing creature can choose to transfer up to six unexpended hit die from one creature to the other. Upon transferring hit die in this manner, the receiving creature can choose to recover a number of expended hit die equal to the amount transferred. Upon using this spell, receiving creature's hit die does not change as part of this transfer (even if the transferring creature's hitdie is a different size) as this spell merely replenishes expended hit die. A creature can only recover up to the maximum number of hit die it possesses.

At Higher Levels When you cast this spell at 4th level or higher, you can transfer up to two additional hit die for each spell above 3rd level.

BLOOD PULSE

3rd Level Necromancy Spell

Casting Time: 1 Action

Range: 60ft

Components: V, S, M (drop of the caster's blood)

Duration: Instantaneous

Classes: Cleric, Sorceror, Warlock, Wizard

You are able to drain the very blood from the veins of your enemies amplifying the suffering of wounded creatures. Each creature of your choice in a 20ft. radius sphere must make a Constitution saving throw.

On a failed saving throw, a creature takes 4d8 necrotic damage and cannot regain hitpoints until the end of its next turn on a failed saving throw. On a successful saving throw, creatures take half damage and are otherwise unaffected.

If a creature is missing any of its hitpoints, it instead takes 4d12 necrotic damage.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, the extra damage increases by one die respectively.

BLOOD SENSE

3rd Level Necromancy Spell

Casting Time: 1 Bonus Action

Range: 90ft

Components: V, S, M (drop of blood)

Duration: Concentration up to 1 hour.

Classes: Cleric, Sorceror, Warlock, Wizard

You are able to see the life force of nearby creatures. For the duration, you know the presence of a living creature within 300ft. of you, as well as where this creature is located. Upon using this feature, you are also able to determine that creatures current hitpoints.

BLOOD WITHER

3rd Level Necromancy Spell

Casting Time: 1 Action

Range: 60ft

Components: V, S, M (drop of the target's blood)

Duration: Concentration up to 1 hour.

Classes: Cleric, Wizard

You can begin to corrupt the very blood of your enemies perverting any effects of restorative magics. You can force a creature that you can see within range to make a Constitution saving throw. On a failed saving, that creature cannot regain hitpoints for the duration of the spell.

Until the spell ends, you can deal an additional 1d6 necrotic damage to the target whenever you hit it with an attack.

Spells and magical effects such as Lesser or Greater Restoration have no effect on a creature for the duration of this spell.

A Remove Curse cast on the target ends this spell early.

At Higher Levels When you cast this spell using a spell slot of 4th or 5th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 6th level or higher, you can maintain your concentration on the spell for up to 24 hours.

LIFESTEAL

3rd Level Necromancy Spell

Casting Time: 1 reaction when a creature within 60ft. of you receives healing

Range: 60ft.

Components: V,S

Duration: Instantaneous

Classes: Cleric, Sorceror, Wizard

When a creature you can see within range regains hitpoints, you can force that creature to make a Constitution saving throw. On a failed saving throw, the target regains no hitpoints and you can regain that amount of hitpoints that it would have received instead.

SANGUINE BINDING

3rd Level Necromancy Spell

Casting Time: 1 reaction which you take in response to being damaged by a creature within 60ft. of you that you can see.

Range: 60ft.

Components: V

Duration: Instantaneous

Classes: Cleric, Sorceror, Wizard

You are able to tether your life force to a hostile creature to reduce the damage you take. A creature must make a Constitution saving throw. On a failed saving throw, you take half damage and that creature takes necrotic damage equal to the other half of the damage dealt.

SANGUINE BLADE

3rd Level Necromancy Spell

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M(a drop of the caster's blood)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

You can conjure a blade of solid blood in your hand. This magic sword lasts until the spell ends. It counts as a one handed melee weapon with which you are proficient. It deals 2d6 necrotic damage on a hit. Upon hitting a creature with your weapon attack, you can regain a number of hitpoints equal to half the damage dealt.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

Upon casting this spell, you can expend one hit die to amplify its effects. Upon spending a hit die for this spell, you can deal an additional 1d6 damage of one of the following damage types: acid, cold, fire, lightning, or poison damage.

At Higher Levels When you cast this spell using a 3rd or 4th-level spell slot, the initial damage for each weapon attack increases to 3d6. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d6. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d6.

VAMPIRIC BRAND

3rd Level Necromancy Spell

Casting Time: 1 Bonus Action

Range: 90ft

Components: V, S, M(a drop of the target's blood)

Duration: Concentration up to 1 hour.

Classes: Cleric, Warlock, Wizard

You can place a vampiric hex or brand on a creature within range. Until the spell ends, you can deal an additional 1d6 necrotic damage to the target whenever you hit it with an attack. While under the effects of this spell, you regain hitpoints equal to the amount of necrotic damage dealt by this spell to that creature.

A Remove Curse cast on the target ends this spell early.

At Higher Levels When you cast this spell using a spell slot of 5th or 6th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 7th level or higher, you can maintain your concentration on the spell for up to 24 hours.

VAMPIRIC SMITE

3rd Level Necromancy Spell

Casting Time: 1 Bonus Action

Range: 90ft

Components: V, S, M (drop of the caster's blood)

Duration: Concentration up to 1 hour.

Classes: Paladin

You can imbue your weapon with vampiric magic capable of siphoning the life force of your foes. The next time you hit with a melee weapon attack during this spell's duration, your attack deals an additional 3d6 necrotic damage to the target. You regain a number of hitpoints equal to half the necrotic damage dealt.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the extra damage increases by 1d6 for each slot level above 3rd.

VILE BLOOD

3rd Level Necromancy Spell

Casting Time: 1 Action

Range: Self

Components: V, S, M(a drop of your caster's blood)

Duration: Concentration, up to 10 minutes

Classes: Sorcerer, Wizard

You can cause your blood to become extremely caustic to those that physical harm you. When a creature damages you with a melee weapon attack while within 5ft of you, the target takes 1d8 acid damage.

When you take damage in this manner, you can use your reaction to amplify to deal an additional 1d8 damage. This additional damage can be your choice of one of the following damage type: acid, cold, fire, lightning, necrotic, or poison.

At Higher Levels When you cast this spell using a spell slot of 5th or higher, you can maintain your concentration on the spell for up to 1 hours. When you use a spell slot of 7th level or higher, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 9th level or higher, you no longer need to maintain concentration and the spell can last up to 24 hours.

BLOODLUST

4th Level Enchantment spell

Casting Time: 1 Action

Range: 30ft

Components: V, S, M(a drop of any creature's blood)

Duration: Concentration, up to 1 minute

Classes: Bard, Ranger, Sorcerer, Wizard

You can target a creature that you can see to imbue it with a ravenous bloodfury. If the creature is not willing, it must succeed a Constitution saving throw to resist the spell effect. Until the spell ends, creatures under this effect gain the following traits.

- That creature has advantage on attack rolls against creatures that does not possess all of its hitpoints
- The target can use its bonus action to Dash towards a creature.
- The creature can make one additional action on its turn. It can only use this action to make one additional weapon attack.
- While under the effects of this spell, that creature must use its turn make an attack or force a creature to make a saving throw against a harmful effect against a creature on each of its turns. This effect will force that creature to target allies if there are no suitable enemies in range.

BLOODRAZE

4th Level Necromancy spell

Casting Time: 1 Action

Range: Self (20ft. radius centered on self)

Components: V

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

Your mastery of blood magic allows you to unleash a violent magical shockwave that is amplified by the blood that spills from your wounds. Creatures other than your self within range must succeed a Dexterity saving throw. On a failed saving throw, creatures takes $5d8$ necrotic damage. If you are below half your hitpoint maximum, this spell deals $5d10$ necrotic damage instead.

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

VAMPIRIC SHROUD

4th Level Necromancy Spell

Casting Time: 1 Action

Range: 60ft

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Sorcerer, Wizard

You are able to surround yourself with a mantle of necromantic energy that siphons the pain of others to heal your own wounds. When a creature(other than yourself), within 10ft. of you takes damage, you can use your reaction to regain $1d4$ hitpoints.

At Higher Levels When you cast this spell at 5th level or higher, you can can regain $2d4$ hitpoints. At 7th level or higher, this amount increases to $3d4$, and at 9th level, you are able to use this spell without maintaining concentration and you can regain $4d4$ hitpoints

BLOOD CURSE

5th Level Necromancy Spell

Casting Time: 1 Action

Range: 60ft

Components: V, S, M(a drop of the target's blood)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

You can target a creature of your choice within range that has blood to make a Constitution saving throw. On a failed saving throw, it suffers from one of the following effects. Until the spell ends, you can also use your bonus action, on each of your subsequent turns to to deal $4d6$ necrotic damage. At the start of each of its turns, the creature can repeat its saving throw, ending the spell on a successful saving throw.

- **Agony** Whenever the target takes damage, it takes an additional $1d4$ necrotic damage
- **Cripple** The target's movement speed is halved for the duration of the spell.
- **Weaken** The target's attacks that rely on Strength or Dexterity deals half damage.
- **Wither** The target is unable to regain hitpoints for the duration and has disadvantage on saving throws to remove the following conditions: blinded, deafened, exhausted, paralyzed, or poisoned.

BLOOD HARVEST

5th Level Necromancy Spell

Casting Time: 1 Action

Range: 60ft

Components: V, S

Duration: Instantaneous

Classes: Cleric, Sorceror, Wizard

You can use a creature's life blood to sustain yourself. As an action, you can consume at least a cup of blood from a living creature other than yourself or from a corpse that has not been longer than an hour magically harvesting some of its blood to replenish yourself.

This spell has no effect on undead or constructs.

Upon using this feature, you gain the following benefits

- You are replenished to the point that you do not require food or drink for the next 24 hours.
- You appear as if your were 2d10 years younger for the next 24 hours.
- You regain one expended hit die.
- You can end any effects of poison or disease on yourself.
- You can remove one level of exhaustion on yourself.

EXSANGUINATING SMITE

5th Level Necromancy Spell

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute.

Classes: Paladin

You can imbue your weapon with necromantic energy that saps a creatures strength and vigor. The next time you hit with a melee weapon attack during this spell's duration, your attack deals an additional 5d8 necrotic damage to the target. Upon a hit, the target must succeed a Constitution saving throw or suffer one level of exhaustion.

SANGUINE ERUPTION

5th Level Necromancy Spell

Casting Time: 1 Action

Range: Self (120ft. line)

Components: V, S

Duration: Instantaneous

Classes: Sorceror, Wizard

You are able to channel the your own life force as well as the blood of your allies to unleash a torrent of blood on your opponents. Before casting this spell, you and three willing creatures of your choice within 30ft. of you can choose to expend one hit die. For each hit die added to this spell, the base damage die increases by 1d8.

Upon casting this spell, creatures in a 10ft. wide and 120ft. long line must succeed a Dexterity saving throw or take 8d6 necrotic damage on a failed saving throw and half as much on a successful saving throw.

At Higher Levels When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot above 5th. For each spell slot above 5th level, you can add one additional willing creature that can expend a hit die to amplify the spell effects.

SANGUINE MEMORY

5th Level Necromancy Spell

Casting Time: 1 Minute

Range: Self

Components: V, S, M(a focus worth 1000 gp and a container worth at least 1 gp filled with a creature's blood)

Duration: Instantaneous

Classes: Cleric, Wizard

You are able to magically a creature's blood to find out information about that creature. Once you finish casting this spell on a creature's blood you can learn the following characteristics

- You can learn its age, gender, and the creature type(s) of that creature. You are able to learn its true name (although you do not learn any aliases it may go by or its true appearance)
- You can determine if this creature has the ability to cast spells. You do not learn what type of spells it can cast.
- You are able to determine information any direct relatives that creature may possess. Such relatives are limited to parents and siblings. You only learn the number of these relatives, their gender, and creature type.
- You are able to learn any condition immunities, damage resistances, damage immunities, or damage vulnerabilities it may possess.
- You can learn any special senses it may have and you can determine if its hitpoint maximum is above or below your own
- You can learn if it was under the effect of any curses, diseases, poisons, or spells at the time its blood was acquired. This feature may not reflect the current effects on a creature as it only acquires information pertinent to the time the blood was acquired

SANGUINE SMITE

5th Level Necromancy Spell

Casting Time: 1 Bonus Action

Range: 90ft

Components: V

Duration: Concentration up to 1 minute.

Classes: Paladin

You can imbue your weapon with your own blood igniting it with divine magic to cleave your foes. The next time you hit with a melee weapon attack during this spell's duration, your attack deals an additional 5d6 necrotic damage to the target.

Upon casting this spell, you can spend up to five additional hit die. For each hit die you spend on this spell, you can add an additional 1d6 damage to the total roll.

For each hit die spent, you can deal additional damage according to one of the following damage types: acid, cold, fire, lightning, or poison damage.

SANGUINE STORM

5th Level Necromancy Spell

Casting Time: 1 Action

Range: Self(60ft. cube)

Components: V, S, M(a drop of your blood)

Duration: Instantaneous

Classes: Sorcerer, Wizard

You are able to lace your own blood with strands of arcane energy causing its to erupt into a magical explosion that decimates all creatures in its wake. As an action, you can force creatures in a 60ft. cube originating from you to make a Dexterity saving throw. On a failed saving throw, creatures take 5d8 necrotic damage and half as much on a successful saving throw.

Upon casting this spell, you can spend up to five hit die to increase the spell's damage die by 1d8 for each hit die spent. This additional damage can be your choice of acid, cold, fire, lightning, or poison damage.

At Higher Levels When you cast this spell at 6th level or higher, the base damage die for this spell increases by 1d8 for each spell level above 5th. For each spell level above 6th, you can spend one additional hit die.

BLOOD BURST

6th Level Necromancy Spell

Casting Time: 1 Action

Range: 150ft. range

Components: V, S

Duration: Instantaneous

Classes: Wizard

You can slowly burst the blood vessels of a creature. One creature that you can see within range must succeed a Constitution saving throw. On a failed saving throw, the target takes 12d8 necrotic damage and half as much on a successful saving throw.

If this spell reduces a creature to 0 hitpoints, that target explodes and is instantly killed. Creatures within 10ft. of the target must succeed a Dexterity saving throw or take 12d8 necrotic damage on a failed saving throw and half as much on a successful saving throw.

At Higher Levels If this spell is cast using a spell slot of 7th level or higher, the damage die increases by 2d8 for each spell level above 6th level.

EXSANGUINATION

7th Level Necromancy Spell

- **Casting Time:** 1 Action

- **Range:** 60ft.

- **Components:** V, S

- **Duration:** Instantaneous

- **Classes:** Wizard

You can drain the life blood from a creature's body draining its vitality and vigor. One creature within range must make a Constitution saving throw. On a failed saving throw, the target takes 14d8 necrotic damage and suffers one level of exhaustion. On a successful saving throw, creatures takes half damage and are otherwise unaffected.

On a successful saving throw, creatures take half damage and are otherwise unaffected.

At Higher Levels When you cast this spell at 8th level or higher, you can increases the damage dealt by 2d8 for each spell slot level above 7th level.

BLOOD SCENT

7th Level Necromancy Spell

- **Casting Time:** 1 minute

- **Range:** Self

- **Components:** V, S, M(a drop of a creature's blood)

- **Duration:** Concentration, up to 1 day

- **Classes:** Wizard

This spell allows you to track down any creature from a single drop of its blood. This spells allows you to know the general direction and the distance of your target. You always know the shortest, most direct physical route to the target as long as you are on the same plane of existence.

If the target is dead, on another plane of existence, or shrouded by effects that blocks divination spells, the spell fails.

A SPECIAL THANKS TO MY PATRONS

MYTHIC PATRONS

MARCELLA V.

JAKE C.

THE EMCREDIBLE

TERRA NOVA

KANDROS VASHTET

SHRIKE

LEGENDARY PATRONS

DANIEL M.

EDDIE

SIR PRIZE

STEVEN K.

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BRAD E. , JORDAN B

FLAMERULES3, VINCENT

ALEX D

CAPTAIN BLACKWOOD

JACOB S.

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DOUGLAS B.

JOHN B.

NATHAN S.

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CYPTOSSARIAN

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