

## MINOR BLOOD NECROMANCIES

### BLOOD BOIL

*(Blood) Necromancy cantrip (Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

You attempt to disturb the blood of one creature you can see within range. The target must succeed on a Constitution saving throw or take 1d4 necrotic damage and be poisoned until the end of your next turn or the spell ends. While it is poisoned by this spell, it has disadvantage on saving throws to maintain concentration and its speed is reduced by half.

Creatures without blood are immune to this spell.

At 5th level, the spell deals 2d4 necrotic damage. At 11th level it deals 3d4, and at 17th level it deals 4d4.

### GORE SPIKE

*(Blood) Necromancy cantrip (Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You attempt to rip the blood from a foe's body. One creature that you can see within range must succeed on a Constitution saving throw or take 1d10 necrotic damage. The target has disadvantage on any saving throws to maintain concentration caused by this spell.

Creatures without blood are immune to this spell.

At 5th level, the spell deals 2d10 necrotic damage. At 11th level it deals 3d10, and at 17th level it deals 4d10.

### BLOOD EXTRACTION

*3rd-level (Blood) necromancy (Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a vial of blood mixed from ten people)

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

You conjure a pulsating orb of red energy floating in the air at a point you can see within range. It lasts for the duration and gives off dim light for 20 feet. At the end of each of your turns until the spell ends, each creature other than you within 20 feet of the orb must make a Constitution saving throw. On a failed saving throw, a creature takes 3d6 necrotic damage, or 3d12 necrotic damage if its hit points are less than or equal to half of its maximum hit points. On a successful saving throw, a creature takes half damage.

If a creature is reduced to 0 hit points by this spell, the orb collects some of its blood. It cannot collect blood from the same creature twice. When the spell ends, the accumulated blood strengthens you, instantly granting you 1d6 temporary hit points for each creature the orb collected blood from.

Creatures without blood are immune to this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage dealt increases by 1d6 and 1d12 respectively for each slot level above 3rd.

#### ART CREDIT:

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