

MORE MINOR BLOOD SPELLS

CARNAGE BLAST

2nd-level (Blood) necromancy
(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose one creature that you can see within range which has blood. That creature must make a Constitution saving throw. On a failed saving throw, the target takes 3d10 necrotic damage. On a successful saving throw, the target takes half damage.

If this damage reduces the target to 0 hit points, its blood bursts from within its body, spraying nearby foes with gore and spikes of enchanted blood. Each creature within 15 feet of the target must make a Dexterity saving throw. On a failed saving throw, a creature takes 3d10 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage dealt increases by 1d10 for each slot level above 2nd.

INFUSE BLOOD

2nd-level (Blood) abjuration (Artificer, Cleric, Paladin, Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

You touch a willing creature with blood and infuse its blood with magic and vitality. The target has advantage on saving throws against nonmagical disease until the spell ends.

In addition, the first time the target takes damage that reduces its hit points to less than half of its maximum hit points, it bursts with light and energy, ending the spell early. It gains 4d6 temporary hit points which disappear after 1 minute, and each creature of the target's choice within 10 feet of the target must make a Constitution saving throw. On a failed saving throw, a creature takes 2d6 radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the temporary hit points gained increase by 2d6 and the radiant damage dealt increases by 1d6 for each slot level above 2nd.

LIVING BOMB

2nd-level evocation (Sorcerer, Wizard)

As *carnage blast*, but the spell deals fire damage, and the target doesn't need to have blood. Instead, the spell cannot target an undead or construct.

HEMORRHAGE

4th-level (Blood) necromancy (Cleric, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a clove of garlic)

Duration: Concentration, up to 1 minute

You thin, agitate, and accelerate the blood of one creature that you can see within range using dark, forbidden magic. The target must make a Constitution saving throw. On a failed saving throw, the target takes 4d8 necrotic damage and its blood becomes magically easy to spill. Until the spell ends, the target has disadvantage on concentration checks, and whenever the target takes bludgeoning, piercing, slashing, force, or necrotic damage, that damage is increased by 1d8.

On a successful saving throw, the target takes half damage and is otherwise unaffected. Creatures without blood are immune to the effects of this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the initial damage dealt increases by 1d8 for each slot level above 4th.