Necromancy

- Blindness/Deafness
- Blood print
- Indemnify

Blindness/Deafness

Source: Player's Handbook

2nd-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Spell Lists. Bard, Cleric, Sorcerer, Wizard

Blood print

1st-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (an ounce or more of blood)

Duration: Instantaneous

At your touch, wet blood on a surface shifts and reforms into a pattern of crimson blotches. This blood print is unique to the particular creature to whom the blood belongs, but you can determine the creature’s kind (such as human, gnoll, deer, or fire giant) by examining the general shape. A print can be preserved by pressing a sheet of paper against it. If this spell is cast twice, it is possible to match samples of blood originating from the same creature by comparing the prints.

Indemnify

1st-level necromancy

Casting Time: 1 bonus action

Range: 30 feet

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

Duration: Concentration, up to 1 hour

You fling a drop of blood at a target you can see within range, marking them for reckoning. The target must make a Constitution saving throw. On a failed save, the target takes 1d8 radiant or necrotic damage (your choice) whenever you lose hit points for the duration. This spell ends early if the target begins its turn further than 60 feet from you.