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.

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