Sangromancy spells

Blood Bond

3rd-level enchantment (sangromancy)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a rag soaked in your own blood)

Duration: 1 hour

As part of casting this spell, you must expend three hit dice or the spell automatically fails. If you do, roll the expended hit dice, and the creature gains an equal number of temporary hit points. For the duration of the spell, you know the direction and distance to the creature at all times, you and the creature can speak to one another telepathically (provided the creature has an intelligence score of 3 or higher), and you can target the creature with spells you cast that have a range of Self or Touch. These benefits are suppressed while you and the creature are not on the same plane. At any point, a creature affected by this spell can choose to end the spell early. If it does, the creature loses all remaining temporary hit points granted by this spell and takes necrotic damage equal to the temporary hit points lost.

At Higher Levels. When you cast this spell using a spell slot of 5th or 6th level, its duration is 8 hours. When you cast this spell using a spell slot of 7th or 8th level, its duration is 24 hours. When you cast this spell using a spell slot of 9th level, its duration is 7 days.

Blood Rush

1st-level transmutation (sangromancy)

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Instantaneous

As part of casting this spell, you must expend a hit die orthe spell automatically fails. If you do, roll the hit die and regain a number of hit points equal to the result + your spellcasting ability modifier.
At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can expend and roll an additional hit die for each slot level above 1st.

Circle of Scarlet

4th-level evocation (sangromancy)
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a piece of parchment with a circle drawn in humanoid blood)
Duration: Instantaneous
As part of casting this spell, you must expend four hit dice or the spell automatically fails. If you do, choose a point on the ground within range and roll the expended hit dice. A crimson pillar erupts from the ground in a 15-foot radius and 100-foot high cylinder centered on the point you chose. Each creature within the cylinder must make a Constitution saving throw. On a success, the creature takes necrotic damage equal to the total of the expended hit dice. On a failure, the creature takes necrotic damage equal to the total of the expended hit dice and must expend and roll four hit dice of its own, taking additional necrotic damage equal to the result. For each creature who fails the saving throw against this spell, you gain 5 temporary hit points.

Consumption

1st-level evocation (sangromancy)
Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a malnourished leech)
Duration: Concentration, up to 1 minute
As part of casting this spell, you must expend a hit die or the spell automatically fails. If you do, choose a creature within range and roll the hit die. The creature loses a number of hit points equal to the result. For the duration of the spell, the creature must make a Constitution saving throw at the end of each of its turns. On a failure, roll the hit die expended to cast this spell again, and the creature loses hit points equal to the result. On a success, this effect ends for the creature.
At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, choose an additional target for the spell for each slot level above 1st.

Creeping Death

8th-level necromancy (sangromancy)

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

As part of casting this spell, you must expend eight hit dice or the spell automatically fails. When you do, roll the eight hit dice expended to cast this spell and total them to determine the creature's creeping death threshold. While the spell remains active, if the creature's current hit points ever equal or are less than the creeping death threshold, the creature immediately dies.

As a bonus action on each of your turns while this spell is active, you can force the target to make a Constitution saving throw. On a failure, roll 2d6 and add the result to the creature's creeping death threshold. On a success, add half the result instead. If the creature succeeds on three saving throws, which do not have to be consecutive, this spell ends early.

Crimson Lash

1st-level conjuration (sangromancy)

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: 10 minutes

As part of casting this spell, you must expend a hit die or the spell automatically fails. If you do, a writhing lash of coagulated blood springs from your hand. This magic weapon lasts until the spell ends. It counts as a simple weapon with which you are proficient, and it has the light, finesse, and reach properties. You can choose to add your spellcasting modifier, instead of your Strength or Dexterity modifier, to attack and damage rolls with this weapon. Its damage die is equivalent to the hit die expended casting this spell, and the damage dealt is necrotic. Each time a creature takes damage from this magic weapon, its maximum hit points are reduced by an amount equal to the damage it took.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, when you take the Attack action, you can make two weapon attacks, provided both are with this magic weapon. When you use a spell slot of 5th level or higher, when you take the Attack action you make three weapon attacks, provided all are with this magic weapon.

Dark Sacrament

4th-level evocation (sangromancy)

Casting Time: 1 action

Range: Self

Components: V, S, M (a dagger encrusted in jewels worth at least 100 gp)

Duration: Instantaneous

As part of casting this spell you must expend four hit dice or the spell automatically fails. If you do, make a melee spell attack against a creature within 5 feet using the material component of this spell. On a hit, roll the hit dice expended casting this spell plus an additional 4d8 and deal necrotic damage equal to the result. If this damage causes the creature to be reduced to 0 hit points, it immediately dies and you gain one of the following dark blessings of your choice.

Unassailable. You have advantage on all saving throws.

Unbreakable. Your size increases by one category (from Medium to Large, for example), you gain a number of temporary hit points equal to your Constitution modifier (minimum 1) at the start of each of your turns, and your weapon attacks deal an additional 1d4 damage.

Unerring. Your proficiency bonus increases by 2. Your dark blessing ends after 10 minutes or when you are reduced to 0 hit points, whichever happens first. When you take radiant damage while you have a dark blessing, you take an additional 1d4 damage.

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

Heartseeker

6th-level evocation (sangromancy)

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a ruby worth at least 100 gp)

Duration: Concentration, up to 1 minute

As part of casting this spell you must expend six hit dice or the spell automatically fails. When you do, blood flows from your body then crystallizes into a barbed arrow, which launches at a creature of your choice within range. Make a ranged spell attack against the chosen creature. On a hit, roll the hit dice expended to cast this spell, and the creature takes piercing damage equal to the result. Once lodged in the creature, the bloody arrow begins to burrow toward its heart, rendering it vulnerable to further attacks. At the start of the creature’s next turn, it must make a Constitution

saving throw. On a failure, attacks against the creature score critical hits on a 19 or 20 on the attack roll.
At the start of each of the creature's turns after that, it must repeat the Constitution saving throw or the critical hit range on attacks against the creature increases by 1 again. If the creature succeeds on three of these saving throws (these successes do not need to be consecutive) this spell ends. The increased critical hit range ends when the spell does.

Mortality

5th-level transmutation (sangromancy)
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (the skull of a humanoid encrusted in gems worth at least 200 gp)
Duration: Concentration, up to 1 minute
As part of casting this spell you must expend five hit dice or the spell automatically fails. When you do, choose an aberration, celestial, elemental, fey, or fiend within range and condemn it to a taste of mortality. The creature must succeed on a Charisma saving throw or have its current and maximum hit points reduced. Roll the hit dice expended to cast this spell to determine the amount the creature's current and maximum hit points are reduced by.
Additionally, for the duration of the spell, a creature that fails the saving throw loses all damage immunities and resistances, its creature type changes to humanoid, and takes an additional 1d4 necrotic damage each time it takes damage. If a creature affected by this spell is reduced to 0 hit points, these changes become permanent and the creature dies. This final effect of the spell can only be reversed if the creature is restored to life and targeted by a remove curse spell or similar magic.

Reanimate

3rd-level evocation (sangromancy)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a melange of wilted daisies and other herbal powders worth at least 300 gp, which this spell consumes)
Duration: Instantaneous
As part of casting this spell you must expend three hit dice or the spell automatically fails. If you do, you can touch a creature who has died within the last 10 minutes and return it to life with 1 hit

point. In addition, roll the hit dice you expended casting this spell, and the creature gains temporary hit points equal to the result.

At the start of each of the target creature’s turns, it loses 1 temporary hit point granted by this spell. While the creature has any temporary hit points granted by this spell it moves with unnatural vigor, gaining a +2 bonus to all ability checks, attack rolls, and saving throws. Once it loses all remaining temporary hit points granted by this spell, the creature gains a level of exhaustion.

This spell can’t return to life a creature who has died of old age, nor can it restore missing body parts.

Red Rain

8th-level conjuration (sangromancy)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a sponge soaked in blood)

Duration: Concentration, up to 8 hours

As part of casting this spell you must expend eight hit dice or the spell automatically fails. If you do, over the course of the next 1d6 x 5 minutes the sky darkens and thick droplets of blood begin to rain down everywhere within 5 miles of you.

Creatures within 5 miles of you gain a level of exhaustion every 10 minutes they are directly exposed to the red rain. Each time a creature gains a level of exhaustion from this effect, it takes 2d10 necrotic damage and has its maximum hit points reduced by an equivalent amount until it is no longer exhausted.

While a creature has any levels of exhaustion caused by this spell, it automatically fails all saving throws against being poisoned or diseased. Beasts and plant creatures within the area of effect of this spell must succeed on a Wisdom saving throw or be frightened until they have spent 1 minute or longer outside the area of effect of this spell. Mundane plants within the area of effect of this spell wither and die after being exposed to the red rain for at least 10 minutes.

For each hour you maintain concentration on this spell, roll one of the hit dice expended in the casting of this spell then total the results at the conclusion of the spell. The total equals the number of days before beasts will willingly return to, and plants can begin to regrow in, the area that was affected by this spell.

Sanguine Poppet

3rd-level transmutation (sangromancy)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (an object shaped like a creature worth 1 cp or more)

Duration: Concentration, up to 1 hour

As part of casting this spell, you must expend three hit dice or the spell automatically fails. When you do, you smear the material component used to cast this spell with your blood. The object shudders and becomes a sanguine poppet under your control.

Your sanguine poppet has an AC equal to 10 + your proficiency bonus + your spellcasting ability modifier and 30 hp. If your sanguine poppet is ever reduced to 0 hp or more than a mile away, the spell ends immediately. As a bonus action on your turn, your sanguine poppet can walk or climb up to 30 feet, and you can see and hear through them until the start of your next turn.

As an action, you can cause the poppet to selfdestruct in an explosion of blood, ending this spell. Roll the hit dice expended casting this spell, and each creature within 30 feet of the poppet must succeed on a Constitution saving throw or take necrotic damage equal to the result. Creatures who succeed on the saving throw take half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can expend an additional hit die for each spell slot level above 3rd.

Additionally, the duration of this spell increases by one hour for each spell slot level above 3rd.

Sanguine Shield

2nd-level abjuration (sangromancy)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

As part of casting this spell, you must expend two hit dice or the spell automatically fails. You draw lifeforce from those injured around you to create a swirling shield of blood. You gain 5 temporary hit points for each creature within a 30 feet radius that is below its hit point maximum (including you) to a maximum of 15.

While you have these hit points, you are considered to be behind half cover for any ranged attack made against you. When this spell ends, all remaining temporary hit points provided by it are lost.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the maximum number of temporary hit points you can gain from casting it increases by 5 for each two slot levels

above 2nd.

Sense Lifeblood

2nd-level divination (sangromancy)

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

As part of casting this spell, you must expend two hit dice or the spell automatically fails. If you do, you can sense the lifeblood flowing within creatures you can see. For the duration of the spell, you can sense whether and how two or more creatures you can see are related biologically.

In addition, you know whether the creature's current hit points are equal to or below half their maximum hit points and, when you deal damage to such a creature, you roll two additional dice to deal bonus damage. The dice rolled to determine this bonus damage are the same as the two you expended to cast this spell.

At Higher Levels. When you cast this spell with a 4th or 5th level spell slot, you can maintain concentration on this spell for up to 1 hour. When you cast this spell with a 6th level or higher spell slot, you can maintain concentration on this spell for up to 8 hours.

Steal Immortality

9th-level transmutation (sangromancy)

Casting Time: 1 reaction, which you take when a celestial, elemental, fey, fiend, or undead within range that you can see is reduced to 0 hit points

Range: 300 feet

Components: V, S, M (the skull of a humanoid encrusted in gems worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

As part of casting this spell, you must expend nine hit dice or the spell automatically fails. If you do, roll the expended hit dice and note the total as your "mortal hit points," then the creature who triggered this spell by being reduced to 0 hp immediately dies. If it would normally return to its native plane at 0 hp, it is destroyed instead. Change your creature type to that of the dead creature.

Whilst changed, you are immune to poison and disease; no longer need to eat, drink, or breathe; resistant to nonmagical damage; and gain a benefit dependent on your new creature type:

Celestial. You have resistance to radiant and necrotic damage and gain a fly speed of 60 feet.
Elemental. You have resistance to acid, cold, fire, lightning, and thunder damage.
Fey. You can use a bonus action on each of your turns to turn invisible until the start of your next turn or teleport up to 60 feet in any direction.
Fiend. You have resistance to cold and fire damage and gain a fly speed of 60 feet.
Undead. You are immune to necrotic damage and being charmed or frightened.
Your creature type is retained until you cast the spell again, immediately ending its effects, or you take damage that reduces you to 0 hp, wherein your creature type returns to normal and your hp to the number noted as your mortal hit points.

Theft of Vitae

2nd-level transmutation (sangromancy)
Casting Time: 1 reaction, which you take when a creature you can see within 30 feet takes damage
Range: Self
Components: V, S
Duration: Instantaneous
As part of casting this spell, you must expend two hit dice or the spell automatically fails. If you do, roll the hit dice and the creature takes necrotic damage equal to the result, then you gain a number of temporary hit points equal to the triggering damage plus this necrotic damage you dealt, to a maximum of 25.
At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum number of temporary hit points you can gain from casting it increases by 10 for each slot level above 2nd.

Wilting Smite

2nd-level transmutation (sangromancy)
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
As part of casting this spell, you must expend two hit dice or the spell automatically fails. If you do, the next time you hit a creature with a melee weapon attack during this spell’s duration, blood flows over your weapon then desiccates into black spores falling onto the attack’s target, and the

attack deals an extra necrotic damage to the target. Roll the hit dice expended to cast this spell, and the total equals the amount of this extra necrotic damage.

Additionally, the creature loses all damage resistances it has until the start of your next turn.

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