

BLOOD MAGIC

The following spells are available to sorcerers, warlocks, and wizards. It's worth noting that many of these spells are considered "evil" and may affect a character's alignment.

BLOOD SENSE

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: M (a drop of the target's blood)

Duration: Instantaneous

You taste the blood of a creature. The blood must have been spilled or drawn within the last 1 minute or the effect fails. Once you taste the blood, you can learn certain information about the creature. The GM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Current hit points

At the GM's option, you might also realize you know a physical weakness the creature has, if any, such as vulnerability to fire damage or weakness against silver weapons.

BLOOD THIRST

2nd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

One creature of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. The creature must have a mouth. While the target is charmed in this way, its eyes bleed. The charmed target must use its action before moving on each of its turns to make a bite attack against a creature other than itself that you mentally choose. If the creature does not have a bite attack, it can make one in place of its unarmed strike. The attack uses the creature's Strength modifier for attack and damage rolls, and on a hit, it deals piercing damage according to its size.

Size	Bite Damage	Size	Bite Damage
Tiny	1	Large	2d6
Small	1d4	Huge	3d6
Medium	1d4	Gargantuan	4d6

If the creature hits with its bite attack, it can attach itself to the target and start to drain its blood. While attached, the creature doesn't attack. Instead, at the start of each of the creature's turns, the target loses hit points equal to the creature's bite damage. The creature can detach itself by spending 5 feet of its movement. Another creature, including the target, can use its action to detach the creature.

CONTROL BLOOD

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous or 1 round (see below)

You target a living creature within range. The target must make a Constitution saving throw. On a failed saving throw, you cause one of the following effects to occur:

- The creature bleeds from its eyes, ears, and nose until the end of its next turn. While bleeding, the creature has disadvantage on its Wisdom (Perception) checks.
- Until the end of the creature's next turn, each time it takes damage from an attack that deals bludgeoning, piercing, or slashing damage, it takes an additional 1d4 necrotic damage from the attack.
- You increase the temperature of the creature's blood. The creature takes 1d8 fire damage and it has disadvantage on the next attack roll it makes so long as the attack is made before the end of the creature's next turn.
- You decrease the temperature of the creature's blood. The creature takes 1d8 cold damage and its movement speed is halved until the end of the creature's next turn.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

EXSANGUINATE

1st-level necromancy spell

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You target one living creature that you can see within range. The creature must make a Constitution saving throw. On a failed saving throw, you draw blood from the body of the creature; the creature takes 1d6 necrotic damage and one level of exhaustion. On a successful saving throw, the creature takes half as much necrotic damage and no exhaustion. On each subsequent turn, you can use your action to maintain the effect, forcing the creature to make another Constitution saving throw suffering the same results. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or it has total cover from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d6 for each slot level above 1st.