

BLOOD MAGIC

A 5TH EDITION WIZARD TRADITION



Joshua Ragnack





BLOOD MAGIC

5th Edition Supplement

DESIGN

Joshua Raynack

EDITING

Cameron Guill

ART

Dusan Kostic

Wizards of the Coast

Maciej Zagorski

Mehrdad

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BLOOD MAGIC

Practitioners of blood magic often lead troubled lives. Other, more learned scholars do not understand the need or desire to inflict harm on oneself when patience and careful study yields similar results. While those witnessed to it, see the practice as barbaric and self-loathing.

ADVENTURERS All great stories have a beginning. In a dangerous world filled with mythic beasts and terrible dangers, what drives someone to leave home and take the road toward adventure?

Bloodrage Savage. Bloodrage savages have a primal connection to the blood of their ancestors and often draw upon generations of pain and hardship. Bloodrage savages travel beyond their primal beginnings, severing cultural ties, to redress past wrongs of an ancient blood relative.

Blood Thralls. Most blood thralls begin their journey after a dramatic upheaval leads them to freedom from servitude. Good-hearted individuals attempt to right the wrongs they committed while under the influence of an evil master. On the other hand, those with a perverse mind often strive to nurture their supernatural blood to gain power over others.

Bloodline Sorcerers. Known as king's blood sorcerers, these practitioners of blood magic learn to harness the raw energy within by spilling the blood of others. Blood sorcerers often travel to discover ancient or unique bloodlines to harness their untamed talent.

Blood Mages. Like most wizards, blood mages travel in search for knowledge. Unlike those who study the traditional schools of magic, enlightenment must come from within rather than discovered in a library surrounded by dusty tomes. While blood mages do not ignore ancient texts, these wizards often learn their craft through experimentation and performing rituals in places steeped in arcane energy.

CHARACTERISTICS While traumatic and pivotal events can define the core being of an individual, possession of unique powers also influence how people behave.

Bloodrage Savage. Anger simmers in the veins of bloodrage savages; anxious for release just beneath the skin. It is a constant thrum upon the heart causing many to inflict wounds upon themselves to allow the anger to flow free. Bloodrage savages struggle to contain the rage when it erupts and in a moment of uncontrolled fury, they can hurt fellow companions.

Blood Thralls. With the blood of their former master still pumping in their veins, they possess an unbridled confidence. Most blood thralls have a new appreciation for both freedom and life, often overindulging in whims. While their brash behavior could be genuine, it may also be a mask to hide the nightmares of their past imprisonment.

Bloodline Sorcerers. Curious of the inborn magic they possess, bloodline sorcerers learn to develop a rapport with strangers, especially with those that appear to have a unique lineage. While many find bloodline sorcerers cordial and inviting, it is often a ruse to ensnare a vial or two of blood. Others make use of their affable and sociable charms to position themselves behind the throne of an influential ruler with a potent ancestral lineage.

Blood Mages. Blood mages often forgo tradition, seeing it as a hindrance toward obtaining knowledge rather than a foundation. Since very few understand their motives and lack of regard for proven arcane conventions, many believe they are free spirits.

This is often a misperception. Blood mages may not confine themselves to the laborious task of scribing spells, but will instead focus that energy into a structured

WHAT IS BLOOD MAGIC

Blood magic is ancient and many scholars discern that the first wizards employed blood magic before understanding the arcane fundamentals now studied. Historians find evidence of its primitive magic in archaic spells. None of these primordial arcane formulas has the power to achieve magic higher than 5th level. Scholars believe this limitation is what led innovative mages to explore other magical sources to empower spells.

However, blood magic is not bound to the world of spellcraft and arcane study. For enchanted creatures and powerful monstrosities, magic infuses to the nature of blood itself. Several academics surmise that creatures possessing innate spellcasting attribute this endowment to blood. Ancient practitioners also believe this to be true, as evidence suggests that the first mages sought the blood of fey, dragons, and even vampires, as well as other supernatural creatures, to empower their spells.

WHAT IS IN THIS GUIDEBOOK

This guide explores the power of blood and its supernatural bond to magic. With continued support, we will work to develop this product into a definitive guide.

Character Themes. There are a total of four themes for the barbarian, fighter, sorcerer, and wizard classes.

Bloodrage savages inflict harm upon themselves to release the burning rage in their hearts. Blood thralls invoke the blood of their former masters to empower their abilities. Practitioners of bloodline sorcery, known as king's blood sorcerers, bind their magic with potent lineages. Wizards of the blood magic tradition seek to tether their own blood to the Weave.

Races. This guide introduces a new subrace, the half-spawn. Half-spawns are creatures birthed during or sometime after their mother transformed into a vampire spawn. The supernatural vampiric blood invigorates the newborn child with abnormal gifts.

The subrace is available to all races that offer a selection of a subrace. There is also a variant to create a human half-spawn.

New Spells and Variants. The inclusion of new spells and variants in your campaign can introduce players to the ancient practices of blood magic. Variants can offer players an alternative to make their characters unique.

Magic Items. This guidebook presents several new magic items that expound the nature of blood magic.

dance and exercise. This deliberate movement of the body increases the flow of blood and intertwines its power with the Weave.

ALIGNMENT Each person has a unique view of the world and possesses a compass that dictates what is right and wrong, fair and natural.

 **Bloodrage Savage.** Those good of heart accept the ancestral burden and attempt to harness the primal power, while others who

hunger for malice find the unbridled fury exhilarating.

The ferocious demand for totemic vengeance leads many bloodrage savages to chaotic and often evil tendencies. It takes a strong will to stave off the pounding drums of one's own heart.

Blood Thralls. As past servants to evil masters, blood thralls find it hard to revert to a life of laws and traditions. They often find themselves estranged from family and friends should they return home. Blood thralls discover their supernatural gifts set them apart from others, which makes it hard to settle into a normal life.

Bloodline Sorcerers. The temptation to channel the raw magic that seethes within is too great to resist. Bloodline sorcerers hide their selfish nature behind coy smiles and insincere gestures. With such a strained ethical and moral behavior, bloodline sorcerers oftentimes betray those closest to them should it unlock more power.

Blood Mages. Blood magic is a learned craft that requires intense control over the body; therefore, most wizards who follow this arcane path are lawful in nature. Although most blood mages distaste tradition, their ideals might stem from a strong sense to acquire power through hard work and determination. While others commit themselves to certain people able to aid in their quest for power, therefore they may not uphold a particular ideal.

RELIGION Commitment to a religious faith can arouse a feeling unparalleled when compared to other motivating determinants.

Bloodrage Savage. While many bloodrage savages worship Malar, though good-aligned barbarians exposed to the teachings of Ilmater discover a quiet countenance never before experienced. Bloodrage savages who do worship the Broken God, however, do so in cults. Worshippers focus on the aspects of endurance and internal suffering rather than shouldering the burden of the weak or oppressed.

Blood Thralls. As once servants to evil, good-natured blood thralls oftentimes turn to Ilmater to shoulder their past burdens and anguish. To understand the nature of the dark blood that binds them with their undead masters, a few blood thralls seek guidance from Kelemvor. Others, viewing their freedom from servitude as a renewal of life or spiritual rebirth, place their faith in Lathander. Blood thralls who embraced the savagery of their former masters, continue to offer victims to Malar, the Beastlord.

Bloodline Sorcerers. Upon blood-soaked battlefields, sorcerers pray to Tempus for a good harvest of life sparks to empower their magic. Knights with ancient lineages abound in battle-stricken Faerûn and bloodline sorcerers often reap the rewards when dead or captured. Bloodline sorcerers with evil in their heart, find themselves in murderous temples dedicated to Bhaal.

Blood Mages. A myriad of gods have blood magicians as worshippers. While secret wizard covens consumed with bloodlust might venerate Bhaal, the Lord of Murder, the few that see injury and death as a part of life may look toward Kelemvor. On the other hand, those that begin the dark path of blood sacrifice often seek ancient remnants ascribed to Jergal. Blood mages that revere the Pitiless

One ignore his now contemporary role as a servant to Kelemvor. These adventurers instead hunt the ruins of Netheril for forgotten rituals that promise to bind their blood to the Weave.

BACKGROUNDS Very few adventurers have idyllic, quiet beginnings. Practitioners of blood magic are no exception.

Bloodrage Savage. Bloodrage savages who killed in an uncontrolled, murderous rage begin adventuring with a criminal background and often on the run. Others sought solace in the roar of the crowd as a gladiator, while bloodrage savages who fear the primal power within live in seclusion as hermits. An outlander is also a good fit for bloodrage savages, haunting strange and foreboding ruins at the edge of the world to seek ancestral vengeance.

Blood Thralls. With a turbulent beginning, blood thralls only realize their potential once freed from servitude. While many attempt to return to a life before enslavement, it proves difficult since a past connection led them to imprisonment. The chosen background of a blood thrall often intertwines with the motivations of their former master. A vampire infiltrating a secluded monastery might select an acolyte to become a blood thrall; hiring safe transport during the day, a member of a merchant guild; or a savage attuned to the wilderness, a hermit or outlander.

Bloodline Sorcerers. Those that seek to exploit a potent heritage align their services with that of the nobility. Bloodline sorcerers insinuate themselves into such cultures under the guise of heralds, minstrels, or soldiers as well as squires to prominent knights. Oftentimes, the second son of a noble family commits to a life of servitude to a church. In those cases, king's blood sorcerers discover that becoming an acolyte proves rewarding, especially as a monk in a secluded monastery. In tribal societies, the presence of a bloodline sorcerer bolsters the lineage of the chief or warlord and solidifies his claim to govern his people. With such a position, sorcerers become acolytes to learn religious rites to supplant the role of shaman.

Blood Mages. Blood mages often live life as a hermit, spending years in seclusion while investigating foreboding ruins. Many learn dance and acrobatics to better shape and control circulation within the body. Others might spend some of their early life amongst soldiers, pursuing the art of battlefield medicine or understanding the circulatory system from those slain in conflict.

RACES Humans, with such short life spans compared to other races, seek to understand the nature of their own body and thus entice wizards to become blood mages or king's blood sorcerers. While elves lack the physical build and likewise disdain such arcane practices, half-elf blood mages relish the opportunity to forge their own path between human tradition and elven heritage.

While blood thralls host an array of different races, vampires often prefer fey blood because of its enchanted nature, and thus enlist elves or half-elves to serve their needs. Furthermore, the life of an elf spans several generations, which forges a long bond between master and slave.



BARBARIAN PRIMAL PATH

Blood magic pumps in the heart of savages in the form of ancestral ties.

BLOODRAGE SAVAGE

As a bloodrage savage, you feed from the pain and anguish suffered in combat to inflame your rage. The shared blood of vengeful, ancestral spirits burdens your heart with a murderous lust quenched for a brief moment when your blade bites skin.

BLOOD RAGE Starting when you choose this path at 3rd level, you can inflict a wound upon yourself as an offering to the spirits for a more grievous strike. While raging, you can expend 2 Hit Dice as a bonus action to choose a creature you can see within 10 feet. Until blood rage ends, you deal an extra 1d6 damage to the target whenever you hit it with a melee weapon attack.

If the target drops to 0 hit points, the rage ends, or you attack a creature other than the target, blood rage ends.

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BLOOD TRACKER At 6th level, you have advantage on Wisdom (Survival) checks to track any creature you previously injured, as well as on Intelligence checks to recall information about them.

EAGER FOR BLOOD Starting at 10th level, when a creature ends its movement at least 20 feet from you, you can use your reaction to move up to half your speed toward it. You can also enter a rage as part of the reaction.

RECKLESS CLEAVE Beginning at 14th level, when you hit with a Reckless Attack while raging, each other creature within 5 feet of you takes damage equal to your Rage Damage bonus. The damage type is the same as the melee weapon damage type you used for the attack.

FIGHTER ARCHETYPE

Blood magic flows in the veins of powerful masters and often transfer such gifts to minions.

BLOOD THRALL

Within the deepest reaches of night, bound through blood to serve a vampire or demonic overlord, you linger in a realm of madness from which few ever return. The strength of your dark master pulsates through your veins and whether from a forbidden ritual or entralling kiss, it empowers your resolve.

Though free from loathsome servitude, the haunting voice of your master forever beckons you to return.

Blood thralls learn to draw strength from the dark gifts bestowed upon them by the perverse beings who once bound them to service. It requires a deep inner resolve to wield these dark boons without succumbing to savagery.

BLOOD DRINKER When you select this archetype at 3rd level, you can gain nourishment from the blood of your victims. When you hit a living creature with a melee weapon attack, your attack deals an extra 1d8 points of damage. If the target is Large or smaller, it must also make a Strength saving throw. On a failed save, you gain temporary hit points equal to the roll of your extra damage + your Strength or Dexterity modifier (your choice).



BLOOD THRALLS IN BAROVIA

While Blood Mage wizards and King's Blood sorcerers both fit into the macabre atmosphere of Ravenloft, Blood Thrall fighters are born to the setting. In a place where evil flourishes, blood thrall warriors fight to maintain their identity every day. The guilt of horrible deeds they committed haunts many good-aligned souls.

Blood Drinker save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

You can use this feature twice between rests and only once a turn. Once you expended all uses of this feature, you must finish a short or long rest before you can use it again.

At 10th level, the extra damage die becomes a d10. At 18th level, it becomes a d12.

DARK GIFT At 7th level, you learn to draw upon the blood of your patron that still courses through your veins. You gain one of the following features of your choice.

Aberrant Climber. As a bonus action, you gain a climbing speed equal to your current speed until the end of your turn.

Celerity. You can take a bonus action on each of your turns in combat to take the Dash action.

Charming Gaze. You can cast *charm person* at will as a 1st-level spell. Once you use this feature, you cannot use it again until you finish a rest.

Gaze of the Hunter. As a bonus action, one creature within 5 feet cannot make an opportunity attack until the start of your next turn. Creatures immune to the charmed condition are unaffected by *gaze of the hunter*.

Dark Sight. You can cast *darkvision* on yourself at will, without expending material components.

Freed Mind. You have advantage on saving throws against being charmed.

Shadow Life. When a target fails its Strength saving throw against your *blood drinker* feature, you gain 5 additional temporary hit points.

SHADOWED BLOOD At 10th level, when you use the *second wind* feature while you are in darkness, you can regain hit points equal to 2d6 + your fighter level instead of normal.

At 18th level, the points you regain is instead equal to 2d8 + your fighter level.

DARK STRENGTH At 15th level, creatures have a disadvantage to Strength saving throws against your blood drinker feature.

Furthermore, whenever you gain temporary hit points, select one dark gift for every 5 points you receive. You benefit from the chosen dark gift until you no longer have temporary hit points.

AGILE EVASION At 18th level, you can use the Dodge action as a bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

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Artwork: Dusan Kostic

SORCEROUS ORIGIN

The arcane tradition of blood magic spawns less studious pupils to unlock its potential.

KING'S BLOOD (BLOODLINE SORCERY)

Bloodlines are a powerful source of magic. Most kingdoms forbid the practice of blood sorcery since many believe it relies on the strength of a noble lineage. Though the rumors and suspicions are true, only a few able to harness its secrets reserve such power.

Nevertheless, kings and queens, along with great tribal chieftains, believe it a sinister form of blood magic and hunt the purveyors with zeal. On the other hand, several serve as advisors to immoral rulers. The depraved sovereigns often surround themselves with unwitting courtiers of strong heritage as a source for their blood sorcerer.

PORTENT OF BLOOD Beginning at 1st level, when you choose this origin, you can select *guidance* when you learn a sorcerer cantrip.

PROPHETIC REFLEXES At 1st level, when you cast a divination spell, you can choose a number of creatures you can see equal to $1 + \text{the spell's level}$. The chosen creatures gain a +1 bonus to initiative checks. This bonus lasts until you are incapacitated or you take a short or long rest. You cannot use the feature again until you finish a rest.

LIFE SPARK Starting at 6th level, when you reduce a hostile creature to 0 hit points with a melee weapon or spell attack, you capture a portion of its fleeting soul and forge 1 life spark. Once per turn, you can expend a life spark to gain a benefit depending on the nature of creature whose essence you captured.

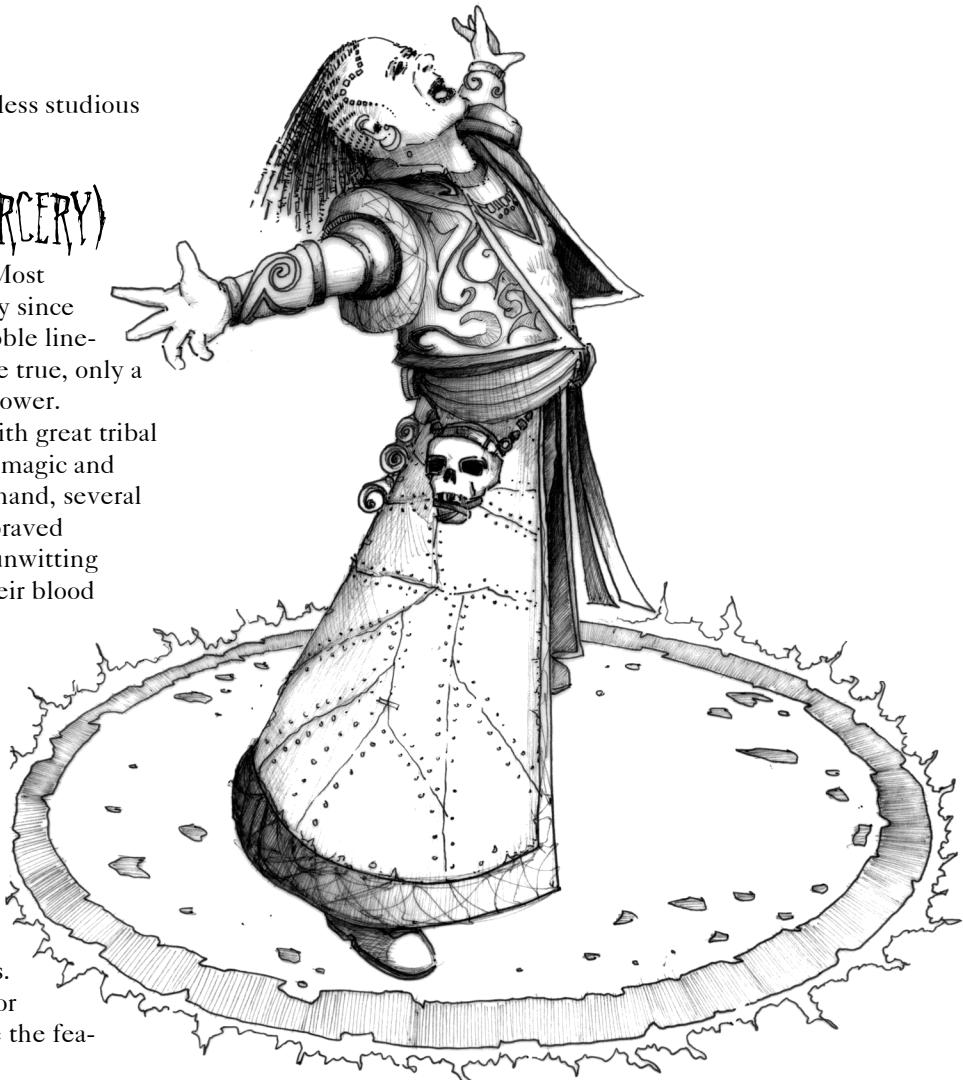
You can hold a number of life sparks equal to your Constitution modifier. At the end of a long rest, any unspent life sparks fade into the great beyond.

Some life spark powers require your target to make a saving throw to resist its effects. Calculate the saving throw DC as follows:

$$\text{Life Spark save DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier.}$$

Aberration. You can expend an aberration life spark as a bonus action to gain a +2 bonus to AC until the end of your next turn.

Beast. You can expend a beast life spark as an action to cast *speak with animals* without the expenditure of a spell slot.



Celestial. You can expend a celestial life spark as a bonus action to gain resistance to all damage until the end of your next turn.

Dragon. You can expend a dragon life spark to gain an advantage on your next saving throw. This advantage lasts until the end of your next turn.

Elemental. When you hit a creature with a weapon or spell attack, you can expend an elemental life spark to deal an extra 1d8 points of damage. The extra damage can be either bludgeoning or fire (your choice).

Fey. When you hit a creature with a weapon or spell attack, you can expend a fey life spark as a bonus action to beguile or frighten the target. The target must make a Wisdom saving throw. On a failed save, it is charmed or frightened (your choice) until the end of your next turn.

Fiend. You can expend a fiend life spark as a bonus action to gain resistance to fire damage until the end of your next turn.

Giant. You can expend a giant life spark to gain advantage to Strength checks until the end of your next turn.

Humanoid. You can expend a humanoid life spark as an action to cast *augury* without expending a spell slot or material components.

VARIANT: BLOODLINES WITH GREAT LINEAGE

With the permission of your Game Master, you can expand the power gained from a humanoid life spark should the life you extinguish bear a great lineage. As it stands, the power assumes the life spark originates from one with a common ancestry, such as a peasant or warrior. However, as you advance, you can achieve further power from a humanoid life spark of grand lineage to cast potent divination magic.

Uncommon Lineage: A humanoid with an uncommon lineage has a rich heritage, though holds little power. A minor noble, such as a knight or courtier, serve as examples of a humanoid with an uncommon lineage.

Beginning at 7th level, when you expend a humanoid life spark of an uncommon lineage, you can cast either *Arcane Eye* or *Divination* (your choice) using a sorcerer spell slot of the same level.

Rare Lineage: A humanoid with a rare lineage, such as an distant heir to a throne or even a member of royalty, bears the potential of great power.

Beginning at 9th level, when you expend a humanoid life spark with a rare lineage, you can cast either *Legend Lore* or *Scrying* (your choice) using a sorcerer spell slot of the same level.

Your Game Master reserves the right to decide the potency of the lineage a humanoid life sparks holds. Although not humanoids, a powerful giant king or demon prince can hold great power in their veins.

Monstrosity. You can expend a monstrosity life spark as a bonus action to gain temporary hit points equal to $1d6 + \text{half your sorcerer level}$.

VESSEL OF GHOSTS At 14th level, you can retain the fleeting essence contained within a life spark. At the end of a long rest, you can expend one or more hit dice. Instead of gaining hit points, you can prevent 1 life spark from disappearing with each hit die you expend.

WELLSPRING OF LIFE At 14th level, the very presence of a life spark revitalizes your strength and well-being. If you possess at least one life spark at the end of a short rest, you or one other creature within 10 feet can regain hit points as if you expended 1 hit die.

Once you use this feature, you cannot use it again after a long rest.

SHAPE LIFE SPARK When you achieve 18th level, you can manipulate the fleeting essence contained within a life spark. When you expend a life spark, you can benefit from any one of the listed life spark powers regardless of the creature's nature when you captured it.



ARCANE TRADITION

Wizards in the *Forgotten Realms*, in a fevered hunger to unlock arcane secrets of ancient empires, often follow untapped paths of the Weave.

BLOOD MAGIC (VERSION 1)

"My blood courses with arcane power while your blood, when I begin, will simply spill from your body."

Blood mages learn to heighten their spellcraft through manipulating the Weave and uniting the power of blood and arcane might. Blood is life, though wizards that travel this path of magic view the sanguine fluid flowing through their veins as a wellspring of arcane power.

BLOOD SAVANT You combine the source of your arcane power with the blood flowing through your veins. When you select this arcane tradition at 2nd level, you gain proficiency in Medicine and double your proficiency bonus to any check made with the skill, instead of your normal proficiency bonus.

Furthermore, when you perform the *Arcane Recovery* feature, you also regain 1 expended hit die.

BLOOD MAGIC Starting at 2nd level, you invoke blood magic to gain supernatural powers. You can use a bonus action to call upon the power of blood by either inflicting a minor or severe wound upon yourself.

Minor Wound. Inflicting a minor wound requires the expenditure of 1 hit die. Instead of regaining hit points, you gain 1 blood point.

Severe Wound. Inflicting a severe wound requires the expenditure of 2 hit dice. Instead of regaining hit points, you gain 2 blood points.

While you possess one or more blood points, you gain the following features:

- **Armor of Vitality.** When you do not wear armor, your AC equals 13 + your Constitution modifier.
- **Lifeblood.** You gain advantage on your first death saving throw of the day.

Furthermore, you can expend blood points to perform the following blood rituals:

- **Blood Agony.** When you hit a creature with a melee or spell attack, you can expend 1 or more blood points to deal psychic damage to the target, in addition to the damage of the attack. The extra damage is 1d6 for 1 blood point, plus 1d6 for each additional blood point, to a maximum of 5d6.

At 14th level, increase the damage die of Blood Agony to a d8.

- **Blood Sense.** The sound of blood pumping in the veins of the living registers upon your senses like a soothing rhythm upon your being. Expend 1 blood point as an action to focus your awareness upon the immediate area to reveal the presence of living creatures. Until the end of your next turn, you know the location of any beast, giant, or humanoid, within 60 feet that is not behind total cover. You know the type of any being whose presence you sense, but not the identity of the creature.

- **Fortitude of Blood.** Expend 1 blood point as a bonus action to gain a bonus to Constitution saving throws, which lasts for 1 minute, equal to your Intelligence modifier (minimum of +1).

You can invoke this ritual twice. Afterward, you cannot perform it again until you finish a short or long rest.

After a long rest, unexpended blood points vanish.

BURN THE BLOOD At 6th level, you gain resistance to psychic and fire damage. Furthermore, whenever you begin casting a spell of 1st level or higher that deals psychic or fire damage, a wave of pain and anguish erupts from you. This wave causes creatures of your choice within 10 feet to suffer psychic or fire damage (you choose each time you activate this feature) equal to half your wizard level.

CULL THE BLOOD At 6th level, you learn to manipulate the flow blood, even if it is not your own, to either stem death or empower your blood magic.

- **Blood Siphon.** When you reduce a creature to 0 hit points with a melee or spell attack, and the creature dies, you gain 1 blood point.
- **Mark of Blood.** When an attack scores a critical hit against a living creature within 10 feet, you can spend 1 blood point as a reaction. Until the end of your next turn, you gain advantage on attack rolls against the creature.
- **Wellspring of Life.** When you make a death saving throw and roll a 19-20 on the d20, you regain 1d6 hit points instead of normal.

At 14th level, you regain 1d6 hits points when you instead roll a 18-20 on a death saving throw.

INHERITOR OF BLOOD At 10th level, you can invoke the power of blood in others to bind your wounds. Should you drop to 0 hit points and do not die outright, you can make a DC 10 Constitution saving throw. If you succeed, one willing creature within 30 feet can expend one hit die and you regain a number of hit points equal to the result.

Each time you use this feature after the first, increase the DC by 5. When you finish a short or long rest, reset the DC to 10.

SOUL BURN At 10th level, you can transform the blood within your veins into raw arcane power. As a bonus action on your turn, expend one or more blood points to create one spell slot. For each blood point you expend, roll 1d6 and consult the following Creating Spell Slots table for the result. You cannot create a spell slot higher than 5th level.

CREATING SPELL SLOTS

Spell Slot Gained	Dice Result
1st	7-9
2nd	10-16
3rd	17-20
4th	21-23
5th	24+

BLOOD SOUL MAGUS When you achieve 14th level, you learned the final secret of weaving blood and raw arcane power into one source of magic. When you inflict a minor or severe wound through your Blood Magic feature, you gain a greater number blood points. When you inflict a minor wound, instead gain 2 blood points, while a severe wound yields 4 blood points.

BLOOD MAGIC (VERSION 2)

"My blood courses with arcane power while your blood, when I begin, will simply spill from your body."

Blood mages learn to heighten their spellcraft through manipulating the Weave and uniting the power of blood and arcane might. Blood is life, though wizards that travel this path of magic view the sanguine fluid flowing through their veins as a wellspring of arcane power.

BLOOD SAVANT You combine the source of your arcane power with the blood flowing through your veins. When you select this arcane tradition at 2nd level, you gain proficiency in Medicine and double your proficiency bonus to any check made with the skill, instead of your normal proficiency bonus.

Furthermore, when you perform the *Arcane Recovery* feature, you also regain 1 expended hit die.

BLOOD MAGIC Starting at 2nd level, you can form a bond between your lifeblood and the magical energies of the Weave. As an action, you call upon the power of blood by inflicting a ritualistic wound upon yourself.

While the wound does not deal damage or break concentration, it is a hemophilic wound and therefore remains open. Once you staunch the flow of blood, you weaken the connection to the Weave.

When you inflict a hemophilic wound, you gain access to a pool of blood points (described below). Once you inflict a hemophilic wound, you cannot inflict another such wound again until you finish a long rest.

Blood Pool. You have a number of blood points determined by your wizard level. You can have more blood points than shown on the table for your level.

BLOOD POOL

Level	Blood Points
2-4	2
5-8	3
9-12	4
13-16	5
17-20	6

Healing. Any form of healing you receive staunches the flow of blood and can close the hemophilic wound. When you regain one or more hit points, you also lose 1 blood point. When you no longer have any blood points, the hemophilic wound heals.

Blood Rites. You learn two blood rituals of your choice, detailed below under *Blood Rites*.

When you gain a level in the wizard class, you can choose one of the blood rites you

A TALE OF TWO TRADITIONS

You may wonder why there are two wizard traditions with the same name? When I first designed the class, I wanted the character tempted to risk life for power. Hit dice seemed the obvious choice although I felt uneasy about the trade off (I never liked the idea of characters giving up something inherent to access class features).

In the end, the original felt overpowered in the right circumstances. In an adventuring group with a cleric or bard with powerful healing abilities, the character does not need to exert hit dice during a rest.

After I made the changes and updated the product with the second version (which overhauled the tradition entirely), I discovered Mike Mearls and Chris Lindsey highlighted the virtues of the original in an *Unearthed Arcana* article.

Much to my horror, I nixed it during the latest update and it no longer existed in the product. Therefore, in this update, I included both versions.

Feel free to include one or both versions in your game. Since blood magic is an ancient tradition and learned through discovery rather than proper training, blood mages can differ from one another.

know and replace it with another blood rite that you can learn.

EMPOWERED BLOOD At 6th level, when you roll damage for a spell, you can reroll a number of damage dice up to your Constitution modifier (minimum of one). You must use the new result.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 14th level, you can use it twice before a rest, but only once in the same turn.

BLOOD AWAKENING Starting at 10th level, you can bestow consciousness upon the blood of a dead creature causing the lifeblood to reinvigorate the corpse.

You can cast *revivify* once using a wizard spell slot. Once you use this feature, you cannot use it again until you finish a long rest.

CULL THE BLOOD At 14th level, you can manipulate the blood of another creature and cull it free from its confinement, drawing it from the body all at once. The pressure ruptures tissues and organs causing intense pain.

As an action, one creature within 30 feet must make a Constitution saving throw, taking $10d10$ necrotic damage on a failed save or half as much on successful one. This feature has no effect on constructs, oozes, plants, and undead.

Once you use this feature, you cannot use it again until you finish a long rest.

BLOOD RITES

The blood rites are in alphabetical order.

VARIANT RULE: BLOOD COMPONENT

You can use blood as a spellcasting focus for your wizard spells. When you cast a spell, inflict a wound upon yourself and take 1 point of necrotic damage for each level of the spell. This damage does not break concentration and ignores resistance and immunity.

You cannot use the *blood component* feature if a spell indicates a cost for a component. You must have that specific component before you can cast the spell.

WIZARD VARIANT: BLOOD CHANNELER

Beginning at 1st level, you can replace the *arcane recovery* class feature with *blood channeler*.

BLOOD CHANNELER Once per turn, you can choose to inflict a wound upon yourself to cast a spell you prepared without expending a spell slot. To cast a spell, you expend a number of hit dice equal to the level of the spell. The spell you cast cannot be 6th level or higher.

Once you expended a number of hit dice equal to half your wizard level (rounded up), you cannot use this feature again until you finish a long rest.

For example, if you are a 4th-level wizard, you can expend a combined total of 2 hit dice to cast either a 2nd-level spell or two 1st-level spells before requiring a long rest.

When you select the Blood Magic Arcane Tradition and choose to replace *arcane recovery* with the *blood channeler* feature, you instead regain the extra hit die from *blood servant* after a long rest. This extra hit die cannot exceed your hit dice maximum.

For example, a 4th-level wizard spent 3 hit dice. After a long rest, instead of regaining 2 hit dice as normal, the character recovers 3.

Blood Focus. When you cast a spell that does not indicate a cost for a component, you can spend 1 blood point to cast the spell without material components.

Blood Ritual. You can expend 2 blood points to cast a 1st level spell with the ritual tag from a spell list from any class. You must cast the spell as a ritual.

Blood Spell. You can spend blood points to cast a spell that you prepared without expending a spell slot on your turn. The *Casting a Spell* table shows the cost of casting a spell of a given level. You can cast a spell no higher level than 4th and must meet the minimum level required to cast the spell.

CASTING A SPELL

Spell Level	Blood Point Cost	Level
1st	2	2nd
2nd	3	5th
3rd	5	13th
4th	6	17th

Fortitude of Blood. You can expend 1 blood point and concentrate (as if concentrating on a spell) to gain proficiency in Constitution saving throws.

Phantom Vigor. When you cast a wizard cantrip, you can spend 1 blood point as a bonus action to gain $1d4 + 4$ temporary hit points.

Potent Blood. When you cast a wizard cantrip, you can expend 1 blood point to add your proficiency bonus to the damage.

Silence the Pain. You can expend 1 blood point and concentrate (as if concentrating on a spell) to gain resistance to psychic damage. While you invoke this blood rite, psychic damage does not cause you to break concentration.

HALF-SPAWN SUBRACE

You walk the worlds between the living and the dead.

When you were an unborn child, exposure to the blood of a vampire transformed you into a being unfamiliar to most of your kin. While you bear the hereditariness of your race, in both quality and appearance, a dark shadow looms wherever you tread in the form of whispers and suspicion.

Traumatic Beginnings. At one point near the end of her pregnancy, your mother experienced the awful fate of becoming a vampire spawn. During transformation, the shock to her body induced labor and through a miracle of the fates, you survived.

Unnerving Appearance. Sharing the dominate features of your mother and her race; you possess an ashen pallor and an able-bodied physique. While you can walk amongst your kinfolk without notice in brief passing, your eyes appear dilated most of the time and you have canine teeth. Although not long and thin like fangs, the incisors are sharp and protrude out enough to draw blood.

HALF-SPAWN SUBRACE TRAITS The half-spawn has the dwarf, elf, gnome, or halfling racial traits in the *Player's Handbook*, plus the subrace traits listed below.

Ability Score Increase. Your Strength score increases by 1.

Bite. You can use your Attack action to make an unarmed strike to bite one willing creature, or a creature grappled by you, incapacitated, or restrained. If you are able to make multiple attacks with the Attack action, this attack replaces one of them.

Whenever you hit a creature with an unarmed strike granted by your *bite*, you gain temporary hit points equal to the amount of damage dealt.

Darkvision. The vampire blood bestowed upon you grants you superior vision over others of your kind. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

If your racial traits grant you darkvision, you then instead have superior darkvision.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Half-Spawn Weaknesses. While the vampire blood that runs in your veins grants you supernatural gifts, you also suffer from one of the following flaws of your choice:

Forbiddance Susceptibility. If you enter a residence without an invitation from one of the occupants, you have disadvantage on attack rolls and on Charisma checks until you leave the residence.

Running Water Sensitivity. When you end your turn in running water, you have disadvantage on attack rolls and Strength checks until the end of your next turn.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Relentless Fortitude. If damage reduces you to 0 hit points, unless the damage is radiant, you are instead reduced to 1 hit point.

After you use this feature, you cannot use it again until you complete a rest.

Speak with Children of the Night. Through speech, you can communicate simple ideas with bats, rats, and wolves. Half-spawns find comfort confiding in these animals and often attempt to gain their trust.

VARIANT: HALF-SPAWN HUMANS

Your Dungeon Master might allow these variant traits, all of which replaces the human's Ability Score Increase trait in the *Player's Handbook*.

Ability Score Increase. Your Strength, Constitution, and Dexterity scores increase by 1.

Skills. You gain proficiency in one of the following skills of your choice: Athletics, Intimidation, Perception, or Persuasion.

Bite. As described under *Half-Spawn Subrace Traits*.

Darkvision. The vampire blood bestowed upon you grants you superior vision over others of your kind. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

Half-Spawn Weaknesses. As described under *Half-Spawn Subrace Traits*.

Relentless Fortitude. As described under *Half-Spawn Subrace Traits*.

Speak with Children of the Night. As described under *Half-Spawn Subrace Traits*.

TIEFLINGS AND DRAGONBORN While it is possible for planetouched tieflings and dragonborn to have a vampire spawn mother, their already potent lineage dominates and often prevents the transformation process. Therefore, half-spawn tieflings and dragonborn are rare to exhibit the supernatural gifts of their vampiric heritage.

SPELLS

The spells introduced in this chapter allow other spellcasters to experience and explore blood magic.

BARD

3rd Level

Blood Rage

DRUID

2nd Level

Crimson Blade

RANGER

2nd Level

Reaping Strike

SORCERER

1st Level

Caustic Wound

3rd Level

Blood Rage

WARLOCK

4th Level

Boiling Blood

WIZARD

1st Level

Caustic Wound

2nd Level

Blood Quill

3rd Level

Blood Rage

4th Level

Boiling Blood

SPELL DESCRIPTIONS

The spells are in alphabetical order.

BLOOD QUILL

2nd-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a quill made from the feather of an exotic monstrosity worth at least 100 gp)

Duration: 1 day

You can attempt to learn a wizard spell from a spellcaster within 24 hours of his or her death. You pierce the corpse with the specially prepared quill and as it siphons the blood from the cadaver, select one wizard spell prepared or known to the deceased spellcaster.

The spell must be of a level for which you have a spell slot and you must make an Intelligence (Arcana) check to determine whether the quill absorbs it successfully. The DC equals $10 +$ the spell's level. On a failed check, the spell ends and consumes the quill.

Once the quill absorbs the spell, you may take the time to transcribe it into your spellbook using the normal rules for copying a spell. The quill crumbles into dust at the end of the duration or once you copy the absorbed spell into a spellbook, whichever happens first.

BLOOD RAGE

3rd-level enchantment (blood magic)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pint of the caster's blood)

Duration: Concentration, up to 1 minute

You choose a willing creature you can see within range and incite the blood within its veins with an unquenchable fury. Until the spell ends, the target deals an extra $1d4$ damage to the target whenever it hits with a melee weapon attack.

Until the spell ends, each time the target takes damage, increase the extra damage one die step to a maximum of $1d12$. You can also increase the extra damage one die step as an action.

If the target drops to 0 hit points before the spell ends, you can use a bonus action on a subsequent turn of yours to incite a new willing creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, increase the extra damage by one die step to a maximum of $1d12$ for every slot above 3rd.

Blood Magic. When you cast this spell, you must expend 3 hit dice plus an additional 1 hit dice for every slot above 3rd. At the end of the duration, gain one level of exhaustion (as described in appendix A of the *Player's Handbook*). This level of exhaustion lasts until you finish a short rest.

BOILING BLOOD

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (one ounce of flammable oil)

Duration: Concentration, up to 1 minute

You attempt to boil the blood of one creature that you can see within range. If the body of the target has blood, the creature must make a Constitution saving throw. On a failed save, it is poisoned and takes $2d6$ fire damage as its blood begins to heat to a boil.

A creature poisoned by this spell must make another Constitution saving throw at

PLAYTEST VARIANT: BLOOD MAGIC SPELLS

While the *blood channeler* and *blood component* variants are sufficient to introduce a unique magical atmosphere to your campaign, certain spells in this guide present another direction we can explore blood magic.

Blood spells (marked with the *blood magic* tag) represent the ancient magic of early practitioners. The spell *crimson blade*, for example, is perhaps the predecessor of *flame blade*.

Second, blood magic spells are more powerful than those of an equivalent level. It is forbidden and primordial magic, as well as being a bit reckless. A personal sacrifice on the part of the spellcaster offsets this increase in power.

The design behind a blood spell is to entice players with a potent alternative during a desperate situation. It should provoke an internal debate within the character before he or she unleashes its power.

Lastly, let us know your opinion and whether we should further explore this playtest variant in future updates. We also want to hear other suggestions or improvements. Are the limitations too restrictive, not enough, or fail to fit the theme of blood magic?

the end of each of its turns. On a failed save, it takes 2d6 fire damage. If it successfully saves against this spell three times, the spell ends. If it fails its save three times, it takes 2d6 damage at the end of each of its turns for the duration. The successes and failure do not need to be consecutive; keep track of both until the target collects three of a kind.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature and the damage increases by 1d6 for each spell slot level above 4th.

CAUSTIC WOUND

1st-level transmutation

Casting Time: 1 reaction, which you take in response to being damaged by a creature with either piercing or slashing damage

Range: Self

Components: V, S

Duration: 1 round

You infuse your blood with caustic acid. Until the start of your next turn, when you take piercing or slashing damage, a spray of acidic blood bursts from the wound, including from the triggering response. One creature in a 10-foot cone must make a Dexterity saving throw. A creature takes 2d10 acid damage on a failed save, or half as much damage on a successful one.

The acid destroys any susceptible objects in the area that are not worn or carried.

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

CRIMSON BLADE

2nd-level necromancy (blood magic)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a pint of the caster's blood)

Duration: Concentration, up to 10 minutes

You inflict a wound upon yourself and sculpt the flowing, crimson blood into a blade in your free hand. The blade is similar in size and shape to a scimitar, and lasts for the duration. If you let go of the blade, it splatters blood in a 5-foot radius and the spell ends. Each other creature in the radius must make a Dexterity saving or suffer 1d6 necrotic damage.

You can use your action to make a melee spell attack with the crimson blade. On a hit, the target takes 4d6 necrotic damage and must succeed on a Wisdom saving throw or become frightened until the end of its next turn.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest route available on its turn, unless there is nowhere to move.

At Higher Levels. When you cast this spell using a spell slot of 4th level or 6th level, the damage increases by 2d6 for every two slots above 2nd.

Blood Magic. When you cast this spell, you must expend 2 hit dice plus an additional 2 hit dice for every two slots above 2nd. At the end of the duration, gain one level of exhaustion (as described in appendix A of the *Player's Handbook*). This level of exhaustion lasts until you finish a short rest.

REAPING STRIKE

2nd-level necromancy

Casting Time: 1 reaction, which you take when you hit a living creature with a melee weapon attack and it is a critical hit

Range: Self

Components: V

Duration: Instantaneous

The blood culled from a grievous wound of another binds your injuries. You deal an extra 1d6 damage and regain hit points equal to the damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level, the extra damage is 1d8. When you use a spell slot of 4th level, the extra damage is 1d10. When you cast this spell using a spell slot of 5th level or higher, the extra damage is 1d12.

MAGIC ITEMS

Adventurers discover strange and interesting relics over the course of their journeys within the Realms. Forged in blood, the following magic items exist in a campaign that allows the Blood Magic Arcane Tradition.

BLOOD-DREADER

Weapon (any sword), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon against nonliving creatures. Otherwise, it functions as a normal sword.

Curse. When you deal damage to a living creature with this blade, you must succeed on a DC 15 Wisdom saving throw. On a failed save, you feint and fall unconscious. You can repeat the saving throw at the end of each turn, ending the effect with a success.

You can break the cursed enchantment as normal. Afterward, the sword becomes a +1 weapon with no other properties.

BLOOD LEECH

Weapon (any sword), uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

If you make an attack using this weapon, at the end of your turn, if you did not hit at least one target, *blood leech* deals 5 (1d10) necrotic damage to you (this damage cannot be avoided and overcomes all immunities and resistances). Until the end of your next turn, the next attack you make deals an extra 2d6 points of necrotic damage to the first target it hits.

POTION OF CRUOR

Potion, varies

When you consume this potion, you regain expended hit dice determined on the rarity of the potion, shown on the following table. The liquid appears as coagulated blood, thick and syrupy. Once consumed, further *potions of cruor* have no effect until you first finish a long rest.

POTIONS OF CRUOR

Potency	Rarity	HD Regained
Normal	Uncommon	1
Greater	Rare	2
Superior	Very Rare	3

SANGUINE BLADE

Weapon (any sword), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon against living creatures. Otherwise, it functions as a normal sword.

Curse. This is a cursed sword and once drawn, it will not allow the wielder to sheath the blade unless it spills blood. Furthermore, when you deal damage to a living creature with the blade, you must succeed on a DC 15 Wisdom saving throw or continue to attack until you or the creature drops to 0 hit points, or you are unable to reach the creature to make a melee attack against it.

While unsheathed, the wielder cannot benefit from a long or short rest.

You can release the sword of its curse as normal. Afterward, the sword becomes a +1 weapon with no other properties.