

# Biomancer

Having reached a deal with an arcanaloth, the elf delves deep inside a lost dungeon. She finds swathes of lost tomes there, detailing ancient magic that could draw the magical essence of anyone—friend or foe alike. As an unseen trap activates, she uses a technique she'd seen in one of the books; a surge of blood flies out from a cut on her arm, solidifying into a shield and protecting her from a blast of fire.

In desperation, a young goliath in the midst of a battle to save his tribe etches a rune into himself with the only tool he has. Calling forth magic through his own blood, the goliath summons forth the might of his giant ancestors, towering over the battlefield and sweeping his enemies away.

Gathered around an altar, the cultists begin to perform a ritual. Dedicating themselves to their god, they begin to morph. One cultist grows scales from his skin; another spouts a tail; a third spews fire from her mouth suddenly. Their god had seen fit to grant them blessings—or perhaps they'd simply forced themselves to be more like him.

A lone human, hidden away in their tower, activates another ritual, hoping to find the right modification to achieve their ideal. This time, the magic succeeds in its intended purpose; the human's skin begins to dry out; their hunger and exhaustion fade away, and they suddenly feel ten years younger. They had made their first steps towards immortality.

Whatever your story is, you have discovered a link between your knowledge and your biology. Utilizing magics unearthed or innovated, gifted or innate, you wield power over your physiology and a greater understanding of the powers of ritual magics and positive and negative forces giving creatures life. Whether you chose your path or were forced into it, you have taken your first steps on a path very likely to be unique to yourself. There are those who may consider your journey innately immoral. Some may call you a blood mage, but to many, you are known by your practice's true name: a Biomancer.

## Quick Build

You can make a Biomancer quickly by following these suggestions. First, make Constitution your highest ability score, followed by your Intelligence, Strength, or Dexterity; many features of Biomancer utilize your Intelligence, but characters who wish to focus on their combat prowess may want to focus on improving Strength or Dexterity to bolster your combat ability instead. For your background, choose Acolyte or Sage, whichever fits your character concept better. Next, for your blood rites, take Cantrip Mastery and Initial Magery for a spellcasting-focused character, or take Blood Bag and Cantrip Mastery for a more front-line character. Last, pick two cantrips of your choice from your chosen spell list; *Prestidigitation* and a damage-oriented cantrip like *Eldritch Blast*, *Firebolt*, or *Booming Blade* (if available at your table) can provide a suitable starting point.

## Biomancer Table

Level	Proficiency Bonus	Features	Blood Rites	Maximum Ritual Spell Level	Cantrips
1	+2	Blood Casting, Blood Rites	2	1	2
2	+2	Fighting Style	2	1	2

3	+2	Devotion	3	2	2
4	+2	Ability Score Improvement	3	2	2
5	+3		5	3	3
6	+3	Devotion Feature	5	3	3
7	+3		6	4	3
8	+3	Ability Score Improvement	6	4	3
9	+4	Hybrid Genetics	8	5	4
10	+4	Devotion Feature	8	5	4
11	+4		9	6	4
12	+4	Ability Score Improvement	9	6	4
13	+5		10	7	5
14	+5		10	7	5
15	+5		12	8	5
16	+5	Ability Score Improvement	12	8	5
17	+6	Hybrid Genetics Improvement	13	9	6
18	+6		13	9	6
19	+6	Ability Score Improvement	13	9	6
20	+6	Biomancy Master	15	9	6

**Author's Note:** Throughout the class, many features and descriptions will reference blood—either your own, or another creature's. This is predominantly flavor text (unless your DM rules against it). Typically, a biomancer uses actual blood; however, many races and species in D&D—including playable character options—do not have blood, or they lack blood in a traditional sense. A biomancer does not necessarily use **blood** as their source of power; rather, it is a medium through which they can draw out life and other animating forces, using the positive and negative energies to fuel magical spells and effects. While an ooze or a living construct may not have blood, they are still sentient creatures with some form of animating energy giving them life. Even undead creatures, from dhampirs to skeletons, have some kind of magical force coursing through their bodies. As such, a biomancer can come from any kind of creature type, and their power still affects even creatures without blood. The basic idea is that using blood magic is sacrificing one's own life and vitality or leeching it from others, so it does not have to actually be blood; it can be anything that represents a creature's life essence. However, for the sake of my sanity, I do NOT want to write out this blurb to describe the context every time I mention the word "blood" in this class; anytime from here on out that I mention blood, remember that it is blood in a metaphorical sense—it does not have to be **literal** blood and can be something comparable for an individual creature. Unless, that is, your DM says otherwise. Your DM has final say, so be sure to discuss this point with them before playing this class.

Also, as a reminder: many Biomancer class features, especially blood rites, utilize half of a number. When taking half a number in D&D, always round down, unless a feature says otherwise. This is an important part of Biomancer and adjusting this rule will greatly affect the balance of the class as a whole; if your table uses a different rule, consider using the base rule for Biomancer class features specifically.

# Multiclassing Information

If your group allows multiclassing and uses the rules listed in the Player's Handbook, here is the information you'll need to know.

**Ability Score Minimum:** As a multiclass character, you must have at least a Constitution score of 13 and an Intelligence score of 13 to take a level in this class, or to take a level in another class if you are already a Biomancer.

**Proficiencies Gained:** If Biomancer isn't your initial class, you gain the following proficiencies when you take your first level as a Biomancer: light armor and simple weapons.

**Spellcasting Effect:** Levels gained from the Biomancer class do not count towards your progression on the Multiclass Spellcaster table; you can use your ritual casting and spell slots from Biomancer to cast spells you have from other sources, or vice versa, but your spellcasting progression is unaffected by multiclassing.

## Class Features

As a Biomancer, you gain the following features.

### Hit Points

**Hit Dice:** 1d8 per Biomancer level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per Biomancer level after 1st

### Proficiencies

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** None

**Saving Throws:** Constitution, Intelligence

**Skills:** Choose two from Arcana, History, Investigation, Medicine, Nature, and Religion

### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff, (b) a dagger, (c) a light crossbow and 20 bolts, or (d) a simple weapon of your choice (+20 pieces of ammunition if it has the Ammunition property)
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) a scholar's pack
- Studded leather armor, any simple weapon, and a spellbook

Alternatively, if you wish to use gold in place of your starting equipment, you may start with 4d4 x 10 gp.

### Blood Casting

Did you read the author's note? If not, do that now. Then, read the following features *carefully*.

## Potential Spellcasting

When you unlock the source of your blood magic, you can pick your spell list from the following options: Sorcerer, Warlock, or Wizard. This spell list determines what spells you can prepare throughout your journey.

As a Biomancer, you do not gain any spell slots naturally. Instead, you must gain spell slots through blood rites. When you finish a long rest, you can prepare spells in order to cast them with your various class features; you can have a total number of spells prepared equal to the number of spell slots you have gained through blood rites plus your Intelligence modifier (minimum 1). These Spells must be of a level you can cast, and they can be selected at any point during a level up, so if you gain a feature that unlocks new spells or spell slots or increases your Intelligence, you may prepare your new spells after that feature is gained. Any spell slots you gain from a blood rite refresh after a long rest.

Any time you cast a spell, the spell gains a material component, even if it did not have one: you must expend your own blood, or some other equivalent source of your own life force. You take damage equal to the spell's level, and this damage cannot be mitigated unless a feature explicitly says otherwise. The blood cost for your spells does not force you to make a concentration check if you are already concentrating on a spell. If the damage causes you to drop to 0 hit points or below, you finish casting your spell before going unconscious.

*For spells with a casting time longer than one action, the damage from the blood cost of your spells takes effect at the end of the casting time. Generally, this won't have any impact on gameplay. However, there will be very rare occasions where the specific timing of when the damage is applied can matter; for instance, if a character gets attacked in the moments prior to finishing a spell (such as on turn 9 of a 10-turn casting time), and the damage would lower them to nearly 0 hit points, it would be important to know whether the damage from the blood cost had already been applied by that point. In this niche scenario, it could be the difference between the character being able to finish the spell. However, if your DM decides otherwise, this paragraph can be overruled. This was added here as a suggested ruling, but many Dungeon Masters may disagree and rule that the cost must be paid at the start of the spell. Remember, your DM has the final say on rulings.*

## Blood Surge

In addition, you can cast a spell you know without needing to have or expend a spell slot. When casting a spell in this way, the damage you take is changed to 1d6 per spell level, as you attempt to forcefully overcome your body's natural limitations with a surge of blood. A spell cast in this way can only be of a level at or below your ritual casting limit. Casting a spell at 6th level or above with a blood surge, whether it is an upcast spell or a spell that is innately above 5th level, is particularly taxing, as these spells are often incredibly powerful. A blood surge of a spell at 6th, 7th, 8th, or 9th level has the blood cost changed to a d12 per spell level instead. You can use this feature a number of times equal to half your Intelligence modifier (minimum 1), rounded down, and you get these uses back after a long rest.

A blood surge is much more intense than the typical blood cost for a spell. If you are already concentrating on a spell or effect when you use a blood surge, you must make a Constitution Saving Throw, following the standard rules for concentration checks. Taking damage that would drop you to 0

hit points or below does not disrupt a spell cast with a blood surge, however; you can still finish casting the spell before going unconscious.

## *Cantrips*

You learn 2 cantrips at level 1, and you learn more at certain levels in this class, as shown in the Biomancer Table. Casting any of your Biomancer cantrips requires a blood component; the cost for a cantrip is 1 damage, unless a feature says otherwise.

Additionally, when you reach a level in this class granting you the Ability Score Improvement feature, you can replace one of your cantrips from this feature with another one from your chosen class's spell list.

## *Ritual Casting*

You have access to a spellbook for keeping ritual spells in. Each time you level up, you can learn a ritual spell of your choice. This spell can come from any spell list. Additionally, you can add ritual spells to your book if you encounter them on your journeys, with a monetary cost and time investment equal to a Wizard scribing a spell (2 hours and 50 GP per level of the spell). You have a maximum ritual spell level; this maximum is shown in the Biomancer table. You cannot learn or perform a ritual spell higher than your maximum level, unless you use another form of ritual casting for that spell. Additionally, you do not need to have a ritual spell prepared in order to cast it as a ritual; as long as it is within your spellbook, you can cast it as a ritual.

When you cast a ritual spell, the damage taken is equal to 1d4 per spell level, instead of the normal amount taken. However, as part of the process of casting the ritual spell, you can divide this damage up amongst any number of creatures however you see fit; they must either be willing to take the damage, unable to stop you from taking their blood, or a corpse of a Small or larger creature. A corpse can only be used for a ritual one time, and it can only be used for an amount of blood equal to its maximum HP in life. Using the dead or those unwilling to participate for a ritual, however, is often viewed as morally questionable at best, so consider your character's thought process carefully when using rituals in this way. Spells of 6th level or higher require particularly potent spellcasting; the blood cost for performing these rituals lowers the maximum hit points of participants by the amount of hit points that individual contributes to the ritual; these maximum hit point changes can only be removed by an effect such as the Greater Restoration spell or after taking a long rest.

As a result of the unique way you perform rituals, you can modify a spell cast in this way. For 24 hours, you can maintain the ritual casting in the following ways: using that particular spell does not require you to spend any more blood (unless you are casting it as a Ritual again). Additionally, you can spend one minute to reactivate the effects of that spell without expending a spell slot, rather than the standard 10 minutes that would be required for a normal ritual casting. You can maintain a number of these rituals at one time equal to your Intelligence modifier (minimum 1). If a ritual spell normally requires concentration, this does not bypass that requirement, unless a feature specifies otherwise; you can only maintain concentration on one effect at a time.

## *Spellcasting Ability*

Constitution is your spellcasting ability for your Biomancer spells, since your magic comes directly from your blood (or whatever gives your character life). You use your Constitution whenever a spell refers to

your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Constitution modifier

**Spell attack modifier** = your proficiency bonus + your Constitution modifier

### *Spellcasting Focus*

You may use any arcane focus or your spellbook as a spellcasting focus for your Biomancer spells. Alternatively, you can use a dagger or small knife as your focus, as you use it to draw and channel your own blood.

### *Magic Items and Feats*

You can qualify to attune to and use magic items that list all the arcane casters (Sorcerer, Warlock, and Wizard) and items and feats that require spellcasting abilities, in addition to those that require Biomancer as a prerequisite. For example, you could attune to a Robe of the Archmagi, but you could not attune to an Arcane Grimoire.

## Blood Rites

As a Biomancer, you can learn blood rites. These represent various breakthroughs in your journey, whether it is unearthing a forgotten tome of knowledge or discovering a new modification to a ritual. However you have come across or developed this knowledge, your research and experimentation has paid off in a variety of small rituals that you can undergo to modify yourself in various ways. You have learned two of these at 1st level and learn more as you level up, as shown on the Biomancer Table. Some of these blood rites can be taken multiple times, although most can only provide a benefit one time. Each blood rite has a level associated with it, and some rites have further requirements; these are shown in the Blood Rites Table, as well as in the description for each blood rite at the end of the class description. In order to learn a blood rite, you must have this feature, meet any listed prerequisites, and have at least a number of Biomancer levels equal to the blood rite's level.

When you gain a level in this class, you can choose to replace one of your blood rites. The new rite must still be one for which you meet the prerequisites. If changing a blood rite causes you to no longer meet the prerequisites for another blood rite you have taken, you must also swap that one to a different blood rite that you meet the prerequisites for.

## Fighting Style

Starting at 2nd level, you have observed, studied, and practiced to prepare for combat, if and when it should take place. You gain your choice of one of the following fighting styles. When you reach a level in this class that grants you the Ability Score Increase feature, you may swap to a different fighting style if you wish, representing a change in your character's focus.

**Archery:** You gain a +2 bonus to attack rolls you make with ranged weapons.

**Blessed Warrior:** You learn two cantrips of your choice from the Cleric spell list. They count as Biomancer spells for you, and Constitution is your spellcasting ability for them. These cantrips do not count toward

your cantrip limit listed in the Biomancer Table. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the Cleric spell list.

**Blind Fighting:** You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

**Defense:** While you are wearing armor, you gain a +1 bonus to AC.

**Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

**Druidic Warrior:** You learn two cantrips of your choice from the Druid spell list. They count as Biomancer spells for you, and Constitution is your spellcasting ability for them. These cantrips do not count toward your cantrip limit listed in the Biomancer Table. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the Druid spell list.

## Devotion

At 3rd level, you have come to a realization in your research: in order to improve your magic, you must make a choice. You can spend some of your time practicing with weaponry, armor and increased martial prowess; doing so will allow you to draw out blood more effectively from your enemies, which you can use to lessen the costs of your own magic during combat. However, doing so will lessen the time you can spend on improving your magic. Instead, you can choose to devote all your time and effort to improving your own magic, relying on the only consistent source of blood—your own. Whichever path you pick, your Devotion rewards you with features at 3rd level and again at 6th and 10th level. These Devotions are listed at the end of the class, after the blood rites descriptions.

## Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

## Hybrid Genetics

Starting at level 9, you have progressed far enough into your studies of blood magic that you have learned how to affect your own body on a fundamental level. After completing a long rest, you can choose to modify your creature type, adding a second creature type to your current one (typically humanoid). This may cause you to develop physical features associated with that creature type, although you are still recognizable as yourself to those who are familiar with you. If you choose, this could also influence your character's actions; a human-fiend hybrid, for instance, may feel drawn to performing more evil acts. A hybrid character does not have to undergo physical or behavioral changes, unless the DM says otherwise.

To select a creature type, you must have one of the blood rites associated with that type. However, your DM may rule that you can qualify for one in another way. For instance, they may rule that a tiefling

character can inherently qualify to select fiend, an aasimar for celestial, or a genasi for elemental; perhaps your character took the Fey-touched feat, and your DM would allow you to qualify for Fey. Be sure to discuss both your options and your choice with your DM and the rest of your party, if necessary. You do not have to add a second creature type to your character, and you can replace or remove this additional type whenever you complete a long rest.

As a result of your tinkering with your genetics, regardless of your creature type, you maintain the ability to be affected by healing spells and effects, including effects that simply stabilize a creature like Spare the Dying; becoming Undead does not prevent you from receiving healing from an ally casting Cure Wounds, for instance.

The list of creature types, as well as the defined choices you can take to qualify for them, are listed below.

Aberrations: Aberrant Psionics

Beasts: Climbing Adaptation, Aquatic Adaptation, Voluntary Mutation

Celestials: Blood Healer, Adaptive Resilience

Constructs: Programmable Biology, Minor Lichdom, Perfected Vision

Dragons: Draconic Benison, Adaptive Resilience

Elementals: Primal Form, Adaptive Resilience

Fey: Sanguine Substitute, Mental Reinforcement, Voluntary Mutation

Fiends: Fiendish Vision, Adaptive Resilience

Giants: Giant's Visage, Adaptive Resilience

Humanoids: No qualifications required

Monstrosities: No qualifications required

Oozes: Fluid Body, Voluntary Mutation

Plants: Flora Amicus

Undead: Minor Lichdom, Adaptive Resilience

*Advice for DMs on rules interactions with this feature: A character with hybrid genetics qualifies as both its natural creature type and the selected choice. This means that an effect based on a creature type affects that character if either of its creature types matches the condition. For instance, a plant and humanoid character would have disadvantage on the Blight spell, and a fiend and humanoid character would still be affected by a Hold Person spell. If an effect lists contradictory effects for the two creature types, such as Abi-Dalzim's Horrid Wilting, the two cancel out; treat the effect as though the character was not either of those creature types. (Abi-Dalzim's Horrid Wilting doesn't affect constructs and undead, but it is extra effective against plants and water elementals; an autognome-plant hybrid could qualify for this condition, as an example.) If a spell lists various benefits or drawbacks for which the character qualifies for two, choose the greater benefit or the worse drawback; I cannot think of any such effect*



*currently, but they may exist in D&D or have been homebrewed into your game. Dual creature types can be complicated in certain niche scenarios, so DMs should exercise their best judgement. As a general rule of thumb, I would recommend leaning into making your players feel more powerful when a complicated situation arises, but the DM always has final say.*

## Hybrid Genetics Improvement

At level 17, your hybrid genetics feature improves. You can replace or remove your original creature type, giving you full control over which creature type or types you have; your original creature type is added to your list of creature types you can choose. A character can only have up to two creature types at a time, but they must always have at least one. The list of creature types, as well as the defined choices you can take to qualify for them, are listed below.

## Biomancy Master

At level 20, you have become so attuned to magic that it resonates within your body. You learn two additional blood rites, as shown in the blood rites table. Additionally, you can spend a week of downtime to replace a blood rite you have with another one for which you have meet the prerequisites.

Also, your blood surges improve. The die size for a blood surge decreases by one size (d4 for spell levels 1 to 5, d10 for above) and the number of blood surges you can use per long rest increases; you now have a number of uses equal to your Intelligence modifier (minimum 1). When you cast a spell with a blood surge, you gain a bonus to the DC and Attack Rolls of that spell equal to half your Intelligence modifier (minimum 1).

## Blood Rites:

The following blood rites are available as options for you. When a rite refers to your level, it is in reference to your level in this class. A rite's requirements are listed below its name. For ease of reference, a table has been provided, listing all the Rites alongside their levels and additional prerequisites, as shown below.

**Blood Rite Table**

<b>Blood Rite</b>	<b>Level</b>	<b>Prerequisites</b>
Blood Bag	0	—
Cantrip Mastery	0	—
Fiendish Vision	0	—
Swift Feet	0	—
Quick Thinker	0	—
Initial Magery	1	—
Blood Magic Initiate	1	—
Arcane Scribe	1	—
Blood Healer	1	—
Novice Magery	3	Initial Magery
Glyph-Maker	3	—

Summoner	3	—
Fluid Body	3	—
Flora Amicus	3	—
Climbing Adaptation	3	—
Aquatic Adaptation	3	—
Thick Skin	3	—
Moderate Magery	5	Novice Magery
Arcane Tattoo	5	—
Emergency Relocation	5	—
Mental Reinforcement	5	—
Hyperactive Synapses	5	—
Voluntary Mutation	5	—
Aberrant Psionics	5	—
Skillful Magery	7	Moderate Magery
Flight Response	7	—
Supplementary Appendage	7	—
Sanguine Substitute	7	—
Minor Lichdom	7	—
Draconic Benison	7	—
Advanced Magery	9	Skillful Magery
Adaptive Resilience	9	—
Giant's Visage	9	—
Primal Form	9	—
Programmable Biology	9	—
Expert Magery	11	Advanced Magery
Blood-Empowered Strikes	11	—
Superior Magery	13	Expert Magery
Perfected Vision	13	Must have Darkvision
Sanguine Defenses	13	—
Masterful Magery	15	Superior Magery
Life Drain	15	—
Legendary Magery	17	Masterful Magery
Major Lichdom	17	Minor Lichdom

## Blood Bag

### Level 0

You have increased your body's hardiness. Your maximum number of hit points increases by one for each character level you have when you perform this rite, and when you level up in the future, you gain an additional hit point per level. When you expend hit dice to regain hit points, you regain 1 additional hit point for each hit die rolled.

*Special: You can take this rite a second time. For each instance of this rite, your hit points increase by one hit point per character level, to a maximum of +2 per level.*

*Note: This Rite specifically uses your character level, not your class level, for determining your additional hit points.*

## Cantrip Mastery

### *Level 0*

You have practiced extensively with your cantrips and mastered their casting. Casting a Biomancer cantrip does not require a blood component for you, and you do not take a point of damage from their casting.

## Fiendish Vision

### *Level 0*

You gain darkvision with a range of 120 feet; this darkvision applies in both nonmagical and magical darkness. When seeing in or through darkness, you can still see normally through the range of your darkvision, rather than the standard shades of gray most darkvision gives you. If you have a feature that gives you more darkvision, or increases your range, this enhanced darkvision applies to that darkvision as well.

## Swift Feet

### *Level 0*

You improve your mobility. Your movement speed increases by 10 feet, and you learn the spell *Expeditious Retreat*. This spell is always prepared for you and does not count toward your prepared spell limit.

## Quick Thinker

### *Level 0*

You have augmented your mind, improving its ability to respond to stimuli. When you make an ability check, you can give yourself a bonus to the check; roll a number of d4s equal to half your Intelligence modifier (minimum 1) and add the total to your check. This can be decided after seeing your roll but must be done before the DM determines the result of your roll. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses after a long rest.

## Initial Magery

### *Level 1*

You unlock access to a more difficult level of spellcasting. You gain a number of 1st level spell slots equal to half of your Intelligence modifier (minimum 1). Also, you can prepare an additional number of spells per day equal to the number of slots gained, as mentioned in your spellcasting feature.

When your Intelligence modifier increases to a level that affects this number, the number of spell slots and prepared spells increases as well.

## Blood Magic Initiate

### *Level 1*

You have studied the spells most closely tied to the application of blood magic on a creature. You learn the *Boiling Blood* cantrip and the *Blood Curse* spell. When you reach at least 3rd level in this class, you learn the *Arcane Stasis* spell as well. These spells are always prepared for you and do not count toward your prepared spell limit or cantrip limit, but they do still count as Biomancer spells for you.

## Arcane Scribe

### *Level 1*

Your blood can be modified to use as an effective substitute for the special ink used for notating your spells. You can use your own blood to supplement your ink supplies when you copy a spell into your spellbook, taking a point of damage for each level of spell scribed. When you copy spells in this way, you can reduce the cost to half the amount it would normally be.

Additionally, if you are able to scribe spell scrolls, you can apply this ability to improve that process as well; the time and cost to create a spell scroll is halved when you do so.

## Blood Healer

### *Level 1*

You have found a way to use the taxing effects of blood magic to restore and improve life. You learn the spells *Spare the Dying* and *Cure Wounds*. At higher levels, you also learn the spells *Lesser Restoration*, *Greater Restoration*, *Mass Cure Wounds*, and *Heal*. You learn these spells when your ritual spell level is of a level that is equal to the level of that particular spell (for instance, you learn *Lesser Restoration* when your ritual casting is at 2nd level—Biomancer level 3). These spells are always prepared for you and do not count toward your prepared spell limit or cantrip limit, but they do still count as Biomancer spells for you.

## Novice Magery

### *Level 3, Initial Magery*

You unlock access to a more difficult level of spellcasting. You gain a number of 2nd level spell slots equal to half of your Intelligence modifier (minimum 1). Also, you can prepare an additional number of spells per day equal to the number of slots gained, as mentioned in your spellcasting feature.

When your Intelligence modifier increases to a level that affects this number, the number of spell slots and prepared spells increases as well.

## Glyph-Maker

### *Level 3*

You learn the *Zone of Truth* spell. At higher levels in this class, you learn the spells *Magic Circle*, *Glyph of Warding*, and *Symbol*. All of these spells can be modified to cast as a ritual spell as part of this Rite. If you

choose, you can upcast *Glyph of Warding* or *Symbol*, up to a level equal to your ritual spell limit, following the rules for Biomancer ritual casting. When you cast *Glyph of Warding* as a ritual, if you make a spell glyph, you must still expend a spell slot for the spell glyph, but not the *Glyph of Warding*. You learn these spells when your ritual spell level is of a level that is equal to the level of that particular spell (for instance, you learn *Magic Circle* when your ritual casting is at 3rd level—Biomancer level 5). These spells are always prepared for you and do not count toward your prepared spell limit or cantrip limit, but they do still count as Biomancer spells for you.

## Summoner

### *Level 3*

You gain the ability to summon a creature to assist you. When you take this Rite, you can add any Summon or Conjure spells to your chosen class spell list, provided that the spells only summon a single creature. For instance, this does not include the spells *Instant Summons*, *Conjure Barrage*, *Conjure Volley*, or *Conjure Animals*. Your DM has final say on whether a particular spell can qualify for this feat.

Additionally, you can pick one of these additional spells and learn it; it must be of a level equal to or lower than your Ritual Spell Level limit. You always have this spell prepared and it does not count towards your prepared spell limit; it counts as a Biomancer spell for you. When you level up, you can choose to replace this spell with another one that meets the requirements.

This chosen spell is special for you. Once per day, you can cast it as a Ritual. When you cast it in this way, you can modify the spell to remove any need for concentration. The spell instead lasts for the full duration, but you must use a bonus action to command it to take any action other than the Dodge action; you can, instead, replace one of your attacks to command it when you take the Attack action. However, if your chosen spell specifies that, upon losing concentration, the spell does not end—the creature instead breaks free—you must still maintain concentration in order to control it; casting as a Ritual cannot bypass this restriction.

*Note: This rite was built with the 2014 versions of the spells in mind; many, if not all, of the Conjure spells no longer summon a creature, and, as such, would likely not be usable with this rite as originally envisioned. Consult your DM with your chosen spell, as always, to ensure your choice would be allowed at your table.*

## Fluid Body

### *Level 3*

Your body begins to exhibit some similarities to Oozes. You gain the ability to squeeze through an area sized for a creature one size smaller than you. Additionally, you have advantage on grapple checks, and creatures grappled by you or a creature who is actively grappling you can take acid damage equal to your Intelligence modifier (minimum 1) at the end of your turn, if you choose.

## Flora Amicus

### *Level 3*

You have attuned your body with nature, in particular the plants that exist throughout the world. You learn the spells *Thorn Whip*, *Entangle*, and *Spike Growth*. At higher levels, you also learn the spells *Speak with Plants* and *Awaken*. You learn these spells when your ritual spell level is of a level that is equal to the level of that particular spell (for instance, you learn *Speak with Plants* when your ritual casting is at 3rd level—Biomancer level 5). These spells are always prepared for you and do not count toward your prepared spell limit or cantrip limit, but they do still count as Biomancer spells for you.

Additionally, when you take a rest in nature, you can either grow or find special healing fruits. You gain a single fruit after a short rest and a number of fruits equal to your Intelligence modifier (minimum 1) after a long rest. These fruits can be consumed as an Action (or a Bonus Action, if your DM allows Potions of Healing to be consumed as a Bonus Action); you can have a maximum number of fruits equal to your Intelligence modifier. A consumed fruit restores 2d4+4 hit points. Any uneaten fruits expire at the end of your next long rest and no longer confer any benefits upon eating.

## Climbing Adaptation

### Level 3

You gain a climbing speed equal to your speed and learn the *Feather Fall* spell. You always have this spell prepared, it does not count towards your prepared spell limit, and it counts as a Biomancer spell for you. Once per day, you can cast it at 1st level without expending a spell slot.

When you reach 5th level in this class, you gain the ability to traverse freely along vertical surfaces and upside-down on ceilings while keeping your hands free, similar to the *Spider Climb* spell. You are always under the effects of this.

## Aquatic Adaptation

### Level 3

You have adapted your body to be effective in water. You gain the ability to breathe normally in both air and water. Additionally, you gain a swim speed equal to your speed. Whenever you take a short rest in water, you can add your Intelligence modifier (minimum 1) to any hit die spent to regain health.

Also, you learn the *Shape Water* cantrip. It does not count towards your cantrip limit, but it counts as a Biomancer spell for you. This cantrip functions slightly differently for you. You can cast it as a Bonus Action, rather than an Action. If you target an area that another creature is in, you can move the water to reposition the creature within. An unwilling creature must make a Strength Saving Throw against your Biomancer DC or be pushed 5 feet in a direction of your choice. You can instead use this cantrip to Help an ally from range, in place of one of the other effects; you can only Help if the enemy or target of a skill check is in water and within range of the cantrip.

## Thick Skin

### Level 3

You augment the physicality of your body. When you are unarmored, your AC is equal to 10 + your Dexterity modifier + your Constitution modifier. When calculating your AC, you can use the higher

between your armored and unarmored AC. If you are proficient with shields, you can still use a shield and benefit from this Rite.

## Moderate Magery

### *Level 5, Novice Magery*

You unlock access to a more difficult level of spellcasting. You gain a number of 3rd level spell slots equal to half of your Intelligence modifier (minimum 1). Also, you can prepare an additional number of spells per day equal to the number of slots gained, as mentioned in your spellcasting feature.

When your Intelligence modifier increases to a level that affects this number, the number of spell slots and prepared spells increases as well.

## Arcane Tattoo

### *Level 5*

You can magically imbue your body with magic in the form of a tattoo. When you finish a long rest, you can infuse a number of leveled spells into your body; the number of spells is determined by your Intelligence modifier (minimum 1). Pick a number of spells whose combined total level is no higher than your Intelligence modifier (minimum 1); these spells can be an upcast version of a lower-level spell, if you choose, but must either be spells you have prepared or ones that a blood rite states are always prepared for you. When you inscribe these spells into your body, you take a point of damage for each spell level used, which cannot be restored until you take a long rest or benefit from a spell such as *Greater Restoration*. For instance, if you have a +4 Intelligence, you can choose to imbue *Fireball* (at 3rd level) and *Shield* into yourself as a tattoo, taking four points of damage. The tattoos dissipate at the end of your next long rest, conferring no further benefits.

When you cast a spell from an arcane tattoo using a spell slot, you can do so without expending any further blood; you do not take damage from the casting of these imbued spells. If you cast one of these spells with a slot at a level higher than you initially imbued it at, or if you cast it using a blood surge, you can reduce the blood cost by one point per level you initially infused it at, to a minimum of 1 damage. Additionally, each spell stored in your Arcane Tattoo can be cast once per long rest without Verbal or Somatic components, and the Tattoo functions as the Material component for the spell if it does not have a consumed or costly material component.

An arcane tattoo lasts until it dissipates at the end of your next long rest; the effect is not nullified by casting the spell or entering an anti-magic zone, for instance, although these effects may still prevent you from being able to cast the spell.

*Note: The wording of part of this rite can be somewhat confusing to understand how it is useful; essentially, if you place a spell that you use frequently into an Arcane Tattoo, you pay the blood cost for a single casting at the start of the day. Any further uses of that spell have no additional blood cost.*

## Emergency Relocation

### *Level 5*

You gain the ability to step through space at will. As a bonus action, you can teleport to an unoccupied space you can see within 30 feet. You can do this a number of times equal to your Intelligence modifier, and you regain all expended uses when you finish a long rest.

## Mental Reinforcement

*Level 5*

You reinforce your mind with the beguiling defenses many Fey creatures exhibit. You have advantage on saving throws and checks to avoid or end the Charmed and Frightened conditions on yourself.

## Hyperactive Synapses

*Level 5*

Your mind and body are honed to be able to respond to threats faster. When you roll for initiative, you gain a bonus to the roll equal to your Intelligence modifier (minimum 1).

## Voluntary Mutation

*Level 5*

You learn the *Alter Self* spell; this spell is always prepared for you and does not count toward your prepared spell limit, but it is still a Biomancer spell for you. Once per day, you can cast it one level below your Ritual Spell Level limit without expending a spell slot.

This spell functions differently for you than for other spellcasters. First, the duration increases to 24 hours, and it no longer requires concentration. Also, you gain the ability to upcast the spell. When cast at 4th level, you can choose two options to be active at the same time, and the Natural Weapons option increases to a +2 bonus. When cast at 6th level, you can have all three options active at once, and the Natural Weapons option increases to a +3 bonus.

*Note: This blood rite was designed with the 2014 version of the spell in mind; when using the 2024 version, the Natural Weapons option gains a magical +1 to its attack and damage rolls when cast at 3rd level.*

## Aberrant Psionics

*Level 5*

You awaken psionic power within your mind. You can communicate with creatures within 30 feet telepathically, as long as they share a language with you. An unwilling creature can block out the communication with no action required.

Additionally, you learn the spells *Mage Hand*, *Floating Disk*, *Catapult*, and *Detect Thoughts*. When you reach 9th level in this class, you learn the spell *Telekinesis*. These spells are always prepared for you and do not count toward your prepared spell limit or cantrip limit, but they do still count as Biomancer spells for you. When you cast *Mage Hand* or *Floating Disk*, you can make the hand or disk invisible.



## Skillful Magery

### *Level 7, Moderate Magery*

You unlock access to a more difficult level of spellcasting. You gain a number of 4th level spell slots equal to half of your Intelligence modifier (minimum 1). Also, you can prepare an additional number of spells per day equal to the number of slots gained, as mentioned in your spellcasting feature.

When your Intelligence modifier increases to a level that affects this number, the number of spell slots and prepared spells increases as well.

## Flight Response

### *Level 7*

You gain the ability to sprout wings, magically levitate yourself, or somehow else fly. As a bonus action, you can activate this ability, granting yourself a flying speed equal to your speed for 10 minutes. You can use this Rite a number of times equal to half your Intelligence modifier (minimum 1); you regain all expended uses after a long rest.

## Supplementary Appendage

### *Level 7*

An additional limb grows from your body. This can take whichever form you wish, whether it is a tentacle, a prehensile tail, an extra arm—it may not even be a physical limb. Regardless of the form, this additional limb is capable of doing anything that a regular limb can do, such as grappling, wielding a weapon or shield, or performing the somatic components of spells.

*Special: You can take this rite as many times as you want. For each instance of this rite, you gain an additional limb of your choice—2 Supplementary Appendage Rites would give you a total of two additional limbs, for example.*

## Sanguine Substitute

### *Level 7*

You have found a way to use biomancy remotely on a physical representation of another creature. If you obtain some kind of sample of a creature, such as a trimming from their nails, a splatter of blood, or even just a single hair, you can imbue it with blood magic and create a visage of the creature. Creating this Substitute requires an hour of work, which can be done as part of a short or long rest.

While holding the Substitute, you can cast the spell *Suggestion* once without expending a spell slot. This Rite does not teach you the spell, nor is it prepared for you; it is still a Biomancer spell for you, however, and you must still pay the blood cost as though you were casting it with a second level spell slot. The spell's range increases to a number of miles equal to your Intelligence Score (minimum 1), and the spell lasts the full duration and does not require concentration. When you finish casting it, the target feels the suggestion as a psychic whisper in its mind; it does not need to understand or hear what you were saying and understands innately, as though the thought originated from within its own mind.

Additionally, the Substitute can be targeted when a creature makes an attack roll or forces targets to make a saving throw. The Substitute has an AC of 10 for attacks, and the target makes a Wisdom Saving Throw instead of whichever save the effect normally targets; the only effect a saving throw can make in this instance is to deal damage. When an attack hits or an effect otherwise deals damage in some way to the Substitute, it deals nonlethal psychic damage equal to the damage taken to the target of the Substitute instead, provided it is within the range of your modified *Suggestion* spell. A creature can only take damage in this way a number of times equal to your Intelligence modifier (minimum 1). When you finish a long rest, the Substitute regains its abilities and its target is once again susceptible to attacks and *Suggestion*.

## Minor Lichdom

### *Level 7*

You have made some initial steps to counteract the effects of being a mortal, living creature. Once you take this Rite, you no longer need to breathe, eat, or sleep; when you take a long rest, you can instead choose to stay awake. Your body still requires rest, though, so you can only do light activity (what qualifies as light activity is up to the discretion of your DM). Additionally, you begin to age slower; for every 10 years, you only age one. You are also immune to diseases, resistant to poison, and have advantage on saving throws against poison.

## Draconic Benison

### *Level 7*

You begin to channel the essence of dragons. You gain a breath attack; this attack deals damage of a type chosen when you pick this Rite. The damage can be any type other than Bludgeoning, Piercing, or Slashing; it deals damage equal to a number of d8's equal to half your Intelligence modifier (minimum 1), and it affects either a 15-foot cone or a 30-foot long, 5-foot wide line—you choose when you make the attack. Targets within the area must make a Dexterity saving throw against your Biomancer DC to avoid the effects. When you take the Attack Action, you can substitute one attack per turn with your breath weapon. This attack can only be used once per turn.

Additionally, you gain a bonus to your Charisma saving throws equal to your Intelligence modifier (minimum 1). You can also add your Intelligence modifier (minimum 1) to any Charisma-based ability checks that you are not proficient with.

## Advanced Magery

### *Level 9, Skillful Magery*

You unlock access to a more difficult level of spellcasting. You gain a number of 5th level spell slots equal to half of your Intelligence modifier (minimum 1). Also, you can prepare an additional number of spells per day equal to the number of slots gained, as mentioned in your spellcasting feature.

When your Intelligence modifier increases to a level that affects this number, the number of spell slots and prepared spells increases as well.

## Adaptive Resilience

### *Level 9*

You gain the ability to alter your body's defenses frequently. Whenever you finish a long rest, you can choose a number of the following damage types equal to half your Intelligence modifier (minimum 1); you gain resistance to these damage types until the end of your next long rest. The damage types you can choose from are: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

## Giant's Visage

### *Level 9*

You augment the physicality of your body with the might of giants, physically increasing the size of your body. Your reach with melee attacks of all kinds increases by 5 feet. You count as one size larger for the purposes of determining your carrying capacity and the weight you can push, pull, drag, and lift. You can add half your Intelligence modifier to your Strength-based ability checks, saving throws, and attack rolls. Lastly, you can use a bonus action to grow in size to large. This can be done a number of times equal to half your Intelligence modifier and lasts for one minute. When you do, your melee attacks deal an additional 1d4 damage to your target on a hit.

## Primal Form

### *Level 9*

You gain the ability to harness the elements and channel them through your body. As an action, you can transform into an elemental version of yourself. Using the statistics given in the *Summon Elemental* spell, you pick the elemental you change into when you use this action. Treat the level of spell as though it was cast at your Ritual level limit. You assume most of the statistics in the Elemental Spirit stat block within that spell for yourself and cannot cast any spells or attack with any weapons while in this elemental form. You can use any of the abilities and actions within it, or ones that your DM rules are reasonable for you to be able to take in this form. The only change to the Elemental Spirit stat block is the number of hit points you have; your hit points do not change when assuming this form. Instead, you gain a number of temporary hit points equal to half the hit points the Spirit would have.

When your hit points drop to 0 in that form, you revert to your normal form. This form lasts for 1 minute, or until you use an action to end it early. You can use this Rite to assume an elemental form a number of times equal to half your Intelligence modifier; you regain all expended uses on a long rest.

## Programmable Biology

### *Level 9*

You have aligned your biology with the unnatural processes of constructed creatures. You learn the spells *Tiny Servant* and *Create Homunculus*. These spells are always prepared for you and do not count toward your prepared spell limit or cantrip limit, but they do still count as Biomancer spells for you. *Create Homunculus* functions differently for you than other spell casters. For you, it is considered a 5th-level spell; additionally, if you cast it with a spell slot, the piercing damage you take from the spell accounts for

any blood cost you normally would take (you do not need to supply your normal blood cost for this spell, since the spell already accounts for it on its own).

Additionally, when you finish a long rest, you can program a kind of flow state into your biology. This program runs subconsciously, allowing you to focus your attention on other aspects of combat than you normally would. You can enter and exit this state with no action required at the start of one of your turns. While in this state, you cannot use your Action or Bonus Action for anything outside what you set as your programmed actions when you finished your rest. You still have complete use of your Reaction and movement and can use them freely. If something prohibits you from being able to execute part of your program, you cannot substitute anything into that slot; for instance, if you would use your Action to cast a specific spell, but you are out of spell slots of an appropriate level, you cannot use your Action to do anything else and waste your action. The Action and Bonus Action used must be identical every turn; for example, you cannot substitute a *Cure Wounds* for a *Catapult* spell, even if they are the same level—if you cast a spell or cantrip, it must be the same spell or cantrip.

While you are in this state, you can use a Bonus Action to take the Dodge, Disengage, or Help actions; whenever you make an ability check, saving throw, or attack roll outside of your turn, you can add 1d4 to the total. Additionally, you can choose to concentrate on your program when you activate it, as though you were concentrating on a spell. When you do so, you gain a 1d4 bonus to all your damage and healing rolls. If you lose concentration on this effect, however, the program ends altogether.

This programmed state ends after one minute, if it has not been ended earlier. You can use this feature a number of times equal to half your Intelligence modifier (minimum 1). You regain all expended uses of this feature after you finish a long rest.

## Expert Magery

*Level 11, Advanced Magery*

You unlock access to a more difficult level of spellcasting. You gain a single 6th level spell slot. Also, you can prepare one additional spell per day, as mentioned in your spellcasting feature.

## Blood-Empowered Strikes

*Level 11*

You have learned how to wield the magic within your body to imbue your attacks with more power. As either an action or a bonus action (you can choose when you use this feature), you can expend a spell slot or use a blood surge of any level you are capable of; you take the damage as though you were casting a spell in your chosen manner. If you are of the Warrior Devotion, your features that can lessen the damage you take from casting spells can apply to this damage. Choose a melee weapon, natural weapon, or unarmed strike. For the next minute, the chosen melee attack deals additional force damage equal to 1d4 + 1d4 per spell level spent each time it hits an opponent.

## Superior Magery

*Level 13, Expert Magery*

You unlock access to a more difficult level of spellcasting. You gain a single 7th level spell slot. Also, you can prepare one additional spell per day, as mentioned in your spellcasting feature.

## Perfected Vision

*Level 13, Darkvision*

You have gained the ability to push your vision to its limits. As a bonus action, you can give yourself Truesight for 10 minutes out to a range of 30 feet. You can use this feature a number of times per day equal to half your Intelligence modifier (minimum 1); you regain all expended uses at the end of a long rest.

## Sanguine Defenses

*Level 13*

You gain the ability to react to particularly dangerous circumstances. As a reaction to failing a saving throw, you can choose to reroll it; when you do, roll a number of d4s equal to one half of your Intelligence modifier (minimum 1). You take damage equal to this total, but you also gain a bonus to the saving throw equal to the total.

## Masterful Magery

*Level 15, Superior Magery*

You unlock access to a more difficult level of spellcasting. You gain a single 8th level spell slot. Also, you can prepare one additional spell per day, as mentioned in your spellcasting feature.

## Life Drain

*Level 15*

You can magically link your life force to another creature, draining their vitality to improve your own. Once per long rest, you can pick a creature within 60 feet and designate it as your target. For the next hour, roll a number of d6s equal to half your Intelligence modifier (minimum 1) each time you deal damage to that creature; you can regain a number of hit points equal to the total. You regain the use of this feature after a long rest.

## Legendary Magery

*Level 17, Masterful Magery*

You unlock access to a more difficult level of spellcasting. You gain a single 9th level spell slot. Also, you can prepare one additional spell per day, as mentioned in your spellcasting feature.

## Major Lichdom

*Level 17, Minor Lichdom*

You have transcended beyond the bounds of mortality. You stop aging entirely. Also, you can create a phyllactory with a day of work. The process requires expensive materials, from gems to uncommon magical components, whose combined value equals 25,000 gp. It also requires a vessel to place a part of your soul into; this can be an item of personal importance, or it can simply be an item you have on hand; the item can be no larger than Medium in size. Once the phyllactory is complete, it gains an AC equal to 13 + your Intelligence modifier (minimum 1) and Hit Points equal to three times your Biomancer level. You can only have one phyllactory at a time. Your first phyllactory is gained for free as part of taking this Rite, but you must pay the above costs anytime you need to replace your phyllactory.

Once per day, if you die and your phyllactory is intact, your body and gear is instantly teleported to an empty space next to it. You are brought back to life with any serious injuries healed and at half your maximum hit points. When you are revived in this way, you remain unconscious for one minute, then you awaken. When this happens, you feel fatigued; until you have taken 1d4 + 3 long rests, your ability checks have a 1d4 penalty.

A phyllactory breaks after being used a number of times equal to your Intelligence modifier (minimum 1).

## **Biomancer Devotions**

When you reach 3rd level as a Biomancer, you choose a Devotion, which grants you several features as you level up. The following Devotions are available to you:

### **Mage Devotion**

You have chosen to walk a path devoted more towards magic. To focus on martial training is to give up time you could be studying the arcane and the occult. And besides—there will not always be an enemy to draw your magic from; why sacrifice deeper magical understanding when you already have a consistent well of blood within you?

#### ***Spellcaster Training***

At level 3, you can round your Intelligence modifier up when features in this class—including blood rites—mention dividing your Intelligence modifier.

#### ***Expanded Spell Repertoire***

At level 6, you get an additional blood rite; this rite must be one that gives you at least one additional prepared spell, such as Blood Healer, Glyph Maker, Summoner, or Voluntary Mutation. This rite cannot be changed until you gain preferred spells at level 10. If you would like to use a Rite you already have for this feature, you can select that Rite instead; if you do so, you may gain that Rite through this feature and replace the original with another Rite which you qualify for.

Once per turn, if a creature is healed or harmed by an effect caused by one of the spells gained from this blood rite, you can add your Intelligence modifier (minimum 1) to the damage or healing of that effect. *(For instance, you can add it to the damage your summoned beast dealt, to the healing from your Cure Wounds, or to the damage from your natural weapons from Alter Self; not every spell gained from these*

*features will be able to benefit from this feature, but many can.)* This boost can instead be applied to the damage roll of a cantrip you cast, if you choose; either way, it can only be used once per turn. This boost is improved at level 10.

### ***Preferred Spells***

At level 10, the spell or spells granted by your Expanded Spell Repertoire become known as your preferred spells. You can now replace the blood rite gained from your Expanded Spell Repertoire with another one that meets those requirements if you choose to; after this level, you can replace that choice when you reach a level in this class that grants the Ability Score Improvement feature or if you spend a full week of downtime studying and practicing the new spells.

Once per turn, you can boost a single damage roll of any spell; this bonus is equal to your Intelligence modifier (minimum 1). If the boosted spell is one of your preferred spells, the bonus instead is equal to your Constitution modifier (minimum 1) plus your Intelligence modifier (minimum 1), and it can be used for either the damage dealt or the healing given by that spell. This boost can only be used once per turn, and it replaces the bonus gained at level 6.

## **Warrior Devotion**

You have devoted yourself to a path filled with the blood of your enemies. As a warrior, you spend some of your time practicing the blade; after all, why use your own blood to fuel your magic, when you could take the blood of your enemies and turn it against them?

### ***Martial Training***

At level 3, you gain proficiency with martial weapons, medium armor, and shields, and you can use any weapon you have proficiency with as a spellcasting focus for your Biomancer spells now.

Additionally, after you deal damage with a melee weapon attack, a natural weapon, an unarmed strike, or a spell that specifies making a melee spell attack, you gain resistance to the blood cost for a spell as you draw out an enemy's blood and use it to help power your spells. This resistance only applies to a single spell or cantrip and it lasts until the end of your next turn; it does not apply to the cost of your blood surges.

### ***Martial Prowess***

At level 6, your martial prowess has improved. When you take the Attack action, you can make a second attack as a part of the same action.

Additionally, when you use a blood surge to cast a spell with a casting time of one action, you can choose to make a single attack as a bonus action prior to the surge. When you do so, if you hit, you can lower the damage you take from your blood surge by your Intelligence modifier (minimum 1), to a minimum of 1 damage per spell level.

## *Preferred Enemy*

At level 10, you have practiced against and studied the anatomy of certain creature types and learned how to best draw blood from them. You gain a preferred enemy type, choosing from the following list:

aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, humanoids, monstrosities, oozes, plants, or undead.

You have advantage on Medicine checks on creatures of your preferred enemy type. When you deal damage to them with a melee attack, you gain immunity to the standard blood cost of a spell, rather than the resistance granted by Martial Training; when using a blood surge, you gain resistance to the damage. When you reach a level in this class that grants the Ability Score Improvement feature, you can replace the enemy type chosen in this feature with a different one. Alternatively, a full week of downtime spent studying the anatomy of a different creature type allows you to replace your preferred enemy type without needing the ASI feature.

You gain a second preferred enemy type at level 15, following the same rules as the initial one.

*Reminder: when you have two effects that affect the damage taken, you first subtract the damage lessened, THEN you factor in resistance.*