

BLOOD CALLER

HOMEBREW

art by Josiah Myers

BLOOD CALLER



A duchess in her scarlet gown descends the stairs that lead to the ball room full with guests. She smirks. Behind her owl mask, a pair of red eyes light up as she raises her hand, siphoning the blood of the unaware victims out of their bodies, making them tumble to the floor one by one.

As he raises his axe the orc warlord chants the words that the elders taught him. His blood starts glowing up, his muscles tense, doubling in size and strength. With an appalling roar the beast rushes into the enemy lines, cutting up elves like pigs to the slaughter. A sea of blood soon fills the battlefield, and when the orc puts his palm in it, waves start generating from him swallowing the poor soldiers that had barely survived.

The art of "blood-calling" is a special type of magic obscure to the most and feared by the rest, one can be born with a disposition to it or learn of its existence by an ancient text, but to truly master it, it usually requires years of study.

VAMPIRES

It is common to associate the ability to manipulate blood with vampires, while that isn't wrong, not every blood caller is one. The actual art of blood-calling actually differs completely from the bloodsucking monsters, as it is a form of magic that controls the blood, concentrating directly on the iron in it, through something similar to magnetism.

BUT AT WHAT COST

It goes without saying that most of the power of the blood caller comes from the blood, and when the enemy's isn't easily accessible you have to rely on your own. As reluctant as she may be a blood caller has to, frequently, use her own blood to create any magical effect, this can be really taxing on the body, but a good blood caller knows how to work around this.

BLOOD CALLER

Level	Proficiency Bonus	Features	Maximum Spell Level	Blood Pool Maximum
1st	+2	Spellcasting, Blood Pool	1	12
2nd	+2	Fighting Style, Rending Blow	1	18
3rd	+2	Calling	1	24
4th	+2	Ability Score Increase	1	30
5th	+3	Extra Attack	2	36
6th	+3	Blood Bending, Necrotic Adept	2	42
7th	+3	Calling Feature	2	48
8th	+3	Ability Score Increase	2	54
9th	+4	-	3	60
10th	+4	Cleansing Blood	3	66
11th	+4	Calling Feature	3	72
12th	+4	Ability Score Increase	3	78
13th	+5	-	4	84
14th	+5	Grasp Heart	4	90
15th	+5	Calling Feature	4	96
16th	+5	Ability Score Increase	4	112
17th	+6	-	5	118
18th	+6	Shackles of Pain	5	124
19th	+6	Ability Score Increase	5	130
20th	+6	Calling Feature	5	136

CLASS FEATURES

As a blood caller, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per blood caller level

Hit Points at 1st Level: 10 + your constitution modifier

Hit Points at Higher Levels: 1d10 + your constitution modifier for every level after the 1st

PROFICIENCIES

Armor: light armor, medium armor

Weapons: simple weapons, martial melee weapons

Tools: none

Saving Throws: Constitution, Intelligence

Skills: Choose two from Acrobatics, Arcana, Deception, Insight, Intimidation, Medicine, Performance

EQUIPMENT

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

- (a) any melee weapon or (b) a hand crossbow and 20 bolts
- (a) an athame or (b) any other sacrificial focus
- (a) a breastplate or (b) a studded leather armor
- (a) a scholar's pack or (b) a dungeoneer's pack

BLOOD MAGIC

As a student of Blood Magic, you have a few aces up your sleeve, but they come at a cost.

BLOOD SACRAMENTS

At 1st level you have parchments with sacraments written in blood that describe your spells. Some blood callers prefer to inscribe on themselves to feel a closer connection with the sacraments. The sacraments act as a catalyst, to actually cast the spell without any side effects, it's up to your DM what happens if you try to cast a spell after losing its sacrament.

PREPARING AND CASTING SPELLS

The Blood Caller has no access to Spell Slots and her spells can't be cast using them, when you cast a spell you must consume an amount of blood (Hit Points) equal to the level of the spell * d8. If you wouldn't have enough hit points to cast a spell, you remain with 1 hit point and the spell fails, temporary hit points aren't usable in this way. You know all of the spells from your spell list and your subclass, you can have a number of spells prepared equal to your intelligence modifier plus half your blood caller level, spells from your subclass are always prepared. Refer to the table to know what is the highest level at which you can cast a spell.

Intelligence is your spellcasting ability for your blood caller spells, since their power derives from arcane knowledge. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a blood caller spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Spellcasting Focus

You use a sacrificial dagger (athame) as a focus for your blood caller spells

BLOOD POOL

Starting at 1st level when near creatures that have died no more than 1 minute ago, you can siphon their blood out using a bonus action from dead creatures in a range of 60ft. This feature and all other features that refer to the blood of another creature don't work on constructs or oozes, or according to the DM the creature doesn't have any. Depending on the size of the creature you add an amount of blood to the blood sphere that floats near you, refer to the blood pool table to know how much each size yields at each level. This blood pool can be used to cast your blood caller spells instead of your own blood. In the occurrence that your blood pool isn't enough for casting a spell, the remaining cost is applied to your Hit Points. Your blood pool lasts until you take a long rest or are unconscious.

FIGHTING STYLE

Starting at 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

• Close Quarters Shooter (UA)

When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. You have a +1 bonus to attack rolls on ranged attacks.

• 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.

• Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

- **Blind Fighting (UA)**

Being unable to see a creature doesn't impose disadvantage on your attack rolls against it, provided the creature isn't hidden from you.

- **Thrown Weapon Fighting (UA)**

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +1 bonus to the damage roll.

- **Execution**

If a creature falls prone within your reach, you may use your reaction to make an attack against that creature with a two-handed or versatile weapon you are holding in two hands, provided that weapon does not have the Reach property. If a creature is both prone and restrained, the creature is considered vulnerable to your attacks.

- **Skirmishing**

You gain a +2 bonus to your armor class when you are moving and not wearing heavy armor or moving through rough terrain.

- **Cavalry**

When you are controlling a mount, you may use a bonus action to direct your mount to make an attack against a creature in its reach on your initiative.

BLOOD POOL

Level	Small	Medium	Large	Huge	Gargantuan
1st	1d6	1d8	1d10	1d12	1d20
2nd	1d6	1d8	1d10	1d12	1d20
3rd	1d6	1d8	1d10	1d12	1d20
4th	2d6	2d8	2d10	2d12	2d20
5th	2d6	2d8	2d10	2d12	2d20
6th	2d6	2d8	2d10	2d12	2d20
7th	2d6	2d8	2d10	2d12	2d20
8th	2d6	2d8	2d10	2d12	2d20
9th	2d6	2d8	2d10	2d12	2d20
10th	3d6	3d8	3d10	3d12	3d20
11th	3d6	3d8	3d10	3d12	3d20
12th	3d6	3d8	3d10	3d12	3d20
13th	3d6	3d8	3d10	3d12	3d20
14th	3d6	3d8	3d10	3d12	3d20
15th	3d6	3d8	3d10	3d12	3d20
16th	4d6	4d8	4d10	4d12	4d20
17th	4d6	4d8	4d10	4d12	4d20
18th	4d6	4d8	4d10	4d12	4d20
19th	4d6	4d8	4d10	4d12	4d20
20th	4d6	4d8	4d10	4d12	4d20

RENDING BLOW

Starting at 2nd level when hitting a creature with a melee attack you can expend a use of this feature to try to drain the creature of part of its blood, dealing an extra 1d6 of the damage type of your weapon and draining 1d10 blood for your pool. You can use this feature two times. You regain the use of this feature upon completing a long rest. The damage become 2d6 at level 8th, and 3d6 at level 16th. The Blood drained also increases to 2d10 at level 8th, and 3d10 at level 16th.

CALLING

When you reach 3rd level you are now proficient enough in the art of blood-calling to specialize in a calling, different callings revolve around different ideas and goals. Your calling grants you features at 3rd level, then again at 7th, 11th, 15th and 20th levels. Your calling also gives you access to new Blood Caller Spells.

GORGER

The calling of the gorger is bound to the idea of sustaining yourself with the blood of your enemies or being able to become sturdier and stronger making yours boil.

SLAYER

The calling of the slayer concentrates on enhancing the art of changing the tides of battle, with forms of crowd control and great areas of effect.

SIREN

The calling of the siren specializes in the finer arts of the craft, making mind control and sound magic their forte.

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.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

BLOOD BENDING

Starting at 6th level, you can spend an action to try to force an action on a creature, that has to make a strength saving throw against your spell save DC or follow on that action on its next turn. The feature has no effect if your command is directly harmful to it. Some typical actions and their effects follow. You might issue an action other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air. You can impose this action on a corpse or unconscious creature, both fail the check automatically. You can use this feature 3 times per long rest.

CLEANSING BLOOD

Starting at 10th level, the constant cleansing you apply on your blood has given you the ability to get rid of poisons and diseases before they can affect you, you are now immune to the poisoned condition, poison damage and diseases except for magical diseases (like vampirism).

GRASP HEART

Starting at 14th level, your power on the blood lets you see it course through the veins of other creatures in a range of 60ft, allowing you to also see their heart faintly beat in their chest, you can as an action focus on it, and as you raise a hand as if you were grasping it, crush it. The target must make a Constitution saving throw against your spell save DC. On a failed save, they are instantly killed if their hit point are at 55 or lower, otherwise they take 10d10 necrotic damage. You also gain blood for your pool equal to the maximum amount on the dice for that creature. On a passed save the damage is negated. You need to finish a long rest before you can use this feature again.

SHACKLES OF PAIN

Starting at 18th level in a 60ft you shoot a chain of blood to a creature that has to make a Constitution saving throw against your spell save DC. If it fails you are linked, and every time you take damage the creature suffer an equal amount of necrotic damage (if the creature is immune to necrotic treat it as resistant otherwise ignore resistance). The Hit points you lose due to your casting don't count for shared damage and the creature can repeat the saving throw at the end of its turn. If the creature leaves the range this effect ends.

GORGER

The calling of the gorger is bound to the idea of sustaining yourself with the blood of your enemies or being able to become sturdier and stronger making yours boil.

These Spells are always prepared for you:

Blood Caller Level	Spell
1	Blood Lust
	Compelled Duel
5	Blood Boil
	Spike Growth
9	Pulse Wave
	Corrupted Mantle
13	Stoneskin
	Soulstealing Fist
17	Destructive Wave
	Sanguine Mantle

SUCKING ARMOR

Starting from 3rd level you are now proficient with heavy armor, while wearing one, part of the damage you take on a turn, up to your blood caller level, is stored in your pool (if you are level 8 blood caller and you take 15 damage, 8 points are stored in your pool).

SWEET SUFFERING

Starting from 7th level while you have half or lower than your maximum hit points, you can use your reaction to shoot a blood spear out of your wounds to the creature that starts their turn 5ft from you or that enters this area, making a melee spell attack that deals 2d8 necrotic damage on a hit and reduces their movement to 0 until the start of their next turn. You can use this feature a number of times equal to your intelligence modifier (minimum of 1). You regain all its uses upon completing a long rest.

SATIATING CARNAGE

Starting from 11th level when making a Rending Blow you can heal for half of that amount instead of adding it to your pool.

CLOT PLATES

Starting from 15th level as a bonus action you can consume 40 points from your blood pool to gain +2 to your Armor Class for 8 hours as long as you are wearing heavy armor or until you use this feature again. This bonus doesn't stack with shields.

BLOODSOAKED EXECUTIONER

Starting from 20th level you are the embodiment of a battlefield soaked in blood, when making an attack roll a 19 counts as a critical hit, after making a critical hit you can make an attack roll with a free rending blow against a target in range, this effect can happen multiple times in a turn. This free rending blow doesn't count against the uses of the feature and can be used even if you depleted them.

SLAYER

The calling of the slayer concentrates on enhancing the art of changing the tides of battle, with forms of crowd control and great areas of effect.

These Spells are always prepared for you:

Blood Caller Level	Spell
1	Blood Spear
	Armor of Agathys
5	Invisibility
	Crimson Skin
9	Crushing Blood Wave
	Vampiric Blade
13	Blood Rain
	Blood Teleport
17	Flesh Clone
	Antilife Shell

WEEPING FOUNTAINS

Starting from 3rd level when damaging an enemy in a 60ft radius, with a bonus action, you can cause the blood oozing from their wounds to pool on the ground creating a difficult terrain with a radius of 5 feet centered on them. Your movement is not impaired by this difficult terrain. This effect lasts for 10 minutes. As an action you can target a Weeping Fountain you can see and quickly solidify the blood into spikes, creatures in the area must make a Dexterity Saving throw against your spell save DC, taking 2d10 necrotic damage on a failed save, and half of that half of that on a success. Half of the damage dealt is stored in your Blood Pool (consuming the WF doesn't count against the number of uses of the feature). You can use this feature a number of times equal to your intelligence modifier (minimum of 1). You regain all its uses upon completing a long rest. The dice of the damage becomes 3d10 at 5th level, 5d10 at 9th level, 6d10 at 13th level and 8d10 at 17th level.

VICIOUS SCENT

Starting from 7th level when a creature suffers from weeping fountain your movement is doubled if moving towards it, and you know their general direction for up to 1 hour, unless they find a way to clean away all the blood.

CPIOUS DRIPPING

Starting from 11th level whenever you deal piercing or slashing damage to a creature, that creature makes a Constitution saving throw against your spell CD, on a failed save a weeping fountain is created and has disadvantage on the next saving throw against this feature for the next 10 minutes. You can't benefit from this feature if the target is already standing on a weeping fountain.

HEMO-MIRROR

Starting from 15th level as a bonus action, you can submerge completely in a fountain, reappearing in an unoccupied space on another fountain that you can see. You can use this feature 3 times. You regain all uses of this feature upon completing a long rest.

CRIMSON MAELSTROM

Starting from 20th level you have now complete control over the blood of your enemies, as an action, you can touch a weeping fountain, generating a maelstrom with a radius of 20ft, creatures except you make a Dexterity saving throw against your spell save DC, on a failed save they are pulled towards the center and take 14d6 necrotic damage, on a successful save they take half the damage and are not pulled. You need to finish a long rest before you can use this feature again.

SIREN

The calling of the siren specializes in the finer arts of the craft, making mind control and sound magic their forte.

These Spells are always prepared for you:

Blood Caller Level	Spell
1	Cause Fear
5	Charm Person Blood Boil
9	Detect Thoughts Psyche Drain
13	Sending Mirage of Despair
17	Charm Monster Circle of Power Dominate Person

SCARLET LYRE

Starting from 3rd level as an action, you can make the blood in your blood pool resonate, depending on the effect you choose creatures will perceive it differently. You can use this feature a number of times equal to your intelligence modifier (minimum of 1). You regain all its uses upon completing a long rest. You also gain proficiency with an instrument of your choice (it is not needed to use your features).

- The Curtain Rises

Choose an area you can see in a range 60ft of you, the radius of the area is 15ft. As expectation fills the air your pools starts rippling and sucking blood from every hole of enemies in the area, Creatures in that area must make a Constitution saving throw. On a failed save they take 2d6 necrotic damage and half of that amount is stored in your pool. Creatures that succeed only take half damage. The dice of this feature become 4d6 at 5th level, 6d6 at 9th level, 7d6 at 13th level and 8d6 at 17th level.

- Hymn

An invigorating Hymn fills the air, sounding like gentle harps, choose up to 8 creatures including you in a 60ft radius, those creatures gain 1d6 + your blood caller level, temporary hit points. This effect Lasts for one hour. This effect can be dispelled.

- Requiem

A terrifying Requiem fills the air, sounding like an organ and cries of despair, choose up to 2 creatures in a 60ft radius, those creature must make a Wisdom saving throw against your spell save DC, on a fail they become frightened of you for 1 minute. Creatures affected can repeat the saving throw at the end of their turn, after doing so the effect ends. This effect can be dispelled. The number of creatures that can be affected becomes 4 at 9th level, 6 at 13th level and 8 at 17th level.

- Screech

A screech like that of a banshee fills an area of 10ft radius centered on you, making any other sound inaudible and preventing the cast of any spell with a verbal component until the start of your next turn. Creatures in the area concentrating on a spell must make a Constitution saving throw or lose concentration. The radius of the aura becomes 20ft at 9th level, 30ft at 13th level, 40ft at 17th level.

AN DIE FREUDE

Starting from 7th level as an action choose up to your intelligence modifier (minimum 1) creatures under the effect of Hymn (Scarlet Lyre) that you can see, that creature feels the hymn resonate with their blood, they can add your intelligence modifier to the next attack roll, ability check or saving throw that they make within the next hour. This effect can be dispelled. Before using this feature again you need to complete a long rest.

DIES IRAE

Starting from 11th level as an action choose a creature under the effect of Requiem (Scarlet Lyre) that you can see, that creature feels the requiem resonate with their blood, as if it is their own funeral, they make a Charisma saving throw against your spell save DC, on a failed save the creature loses their will to fight and drop to their knees, this effect lasts for 1 minute, upon taking damage the creature can repeat the saving throw. This effect can be dispelled. Before using this feature again you need to complete a long rest.

ABSOLUTE PITCH

1ST LEVEL

Arms of Hadar
Bane
Blackblood
Ceremony
Cruorwhip
Comprehend Languages
Death Blossom
Detect Evil and Good
Detect Magic
Expeditious Retreat
False Life
Find Familiar
Fog Cloud
Hex
Hush
Sleep
.

2ND LEVEL

Augury
Blindness/Deafness
Blood Arrow
Blood Seal
Blur

1ST LEVEL SPELLS

BLACKBLOOD

1st level necromancy

Casting Time: 1 bonus action

Range: self

Components: V, S

Duration: 1 hour

You transform a portion of your blood into a poisonous substance. As you cast this spell, you must spend a number of hit points. You gain a number of temporary hit points equal to the amount spent. For as long as these temporary hit points last, whenever a creature hits you with an attack while within 5 feet of you they take 1d8 poison damage and become poisoned until the start of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Starting from 15th level your prowess in the siren calling has made you immune to charm effect and mind reading effects.

BLOOD MOON SONATA

Starting from 20th level you have mastered your Scarlet Lyre, you can as a bonus action start levitating as your blood pool now resembles a red moon. You regain all uses of Scarlet Lyre and can use that feature with your bonus action. This Feature lasts for 10 minutes. You need to finish a long rest before you can use this feature again.

BLOOD CALLER SPELL LIST

3RD LEVEL

Animate Blood
Bestow Curse
Bloodsight
Counterspell
Dark Flare
Enemies Abound
Feign Death
Fly

4TH LEVEL

Banishment
Blight
Death Ward
Draining Thread
Find Greater Steed
Mordenkainen's Faithful Hound
Necrotic Breath
Phantasmal Killer
Sanguine Sanctum
Shadow of Moil
Shadow Hand
Summon Greater Demon

5TH LEVEL

Bloodcurse
Contact other Plane
Contagion
Dark Bolt
Dispel Evil and Good
Enervation
Iron Maiden
Negative Energy Flood
Reincarnate

CRUORWHIP

1st-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

You create a whip out of your own blood in your free hand. By spending a number of hit points, you create a whip similar in size and shape to a normal whip. If you let go of the whip, it disappears, but you can recreate it again as a bonus action. You can use your action to make a melee spell attack with the whip. For every 5 hit points spent in the casting of this spell the reach increases by 5 feet, with a minimum health cost of 5 hit points. On a hit, the target takes 2d6 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases to 3d6. When you use a spell slot of 5th level or higher, the damage increases to 4d6. When you use a spell slot of 7th level or higher, the damage increases to 5d6. When you use a 9th level spell slot, the damage increases to 6d6.

DEATH BLOSSOM

1st level necromancy

Casting Time: 1 reaction

Range: 20ft radius

Components: V

Duration: instantaneous

Upon receiving an attack from a creature within 5 feet of you, spend your reaction to create a flowerlooking explosion of dark energy in a sphere of radius 5 feet centered on the creature that attacked you. Everyone except you that is caught in that explosion needs to make a Dexterity saving throw against your spell save DC, taking 2d6 necrotic damage on a failed save. Creature that succeed on the saving throw take half damage.

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

HUSH

1st level illusion

Casting Time: 1 action

Range: touch

Components: S

Duration: concentration, up to 10 minutes

You touch a creature and imbue it with silence. For the duration, the target has advantage on Dexterity (Stealth) checks to avoid detection while moving.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher you can target one additional creature for each spell slot level above 1st.

2ND LEVEL SPELLS

BLOOD ARROW

2nd level necromancy

Casting Time: 1 action

Range: 90ft

Components: V, S

Duration: instantaneous

You fire an arrow-like bolt of magical blood against a target that you can see. Make a ranged spell attack against the target, dealing 6d4 force damage on a hit.

BLOOD BOIL

2nd level necromancy

Casting Time: 1 action

Range: self

Components: V, S

Duration: instantaneous

You cause the blood of nearby enemies to boil. All creatures within 20 feet must make a Constitution saving throw. Each target takes 2d6 fire damage, or half on a successful save. Creatures without blood are immune to this power.

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

BLOOD SEAL

2nd-level necromancy (ritual)

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (an ornate dagger worth at least 25 gp)

Duration: 1 hour

You inflict a wound upon yourself to create a protective seal on another creature within range. As you cast the spell, you spend a number of hit points and the target gains 1d10 + the number of hit points spent as temporary hit points for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the target gains 1d10 additional temporary hit points for each slot level above 2nd.

CRIMSON SKIN

2nd level necromancy

Casting Time: 1 action

Range: self

Components: V, S

Duration: Concentration, up to 1 hour

By transforming the blood in your blood pool for this spell, you wrap your arms with magical burgundy blades and surround your body with grotesque armor. The armor and weapons can transform at your will, and never hinder you.

For the duration, whenever you make an attack you can choose to attack as though you are wielding one or two scimitars. You add your proficiency bonus to attack rolls with these weapons if you otherwise would not. You can add your casting ability modifier to attack and damage rolls with these weapons instead of another ability modifier. Once per turn, a hit with one of these scimitars deals an extra 1d10 necrotic damage.

For the duration, your AC equals 15 + your Dexterity modifier (max 2) if it would otherwise be lower.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d10 damage for every two spell slot levels above 2nd.

FOUNTAIN OF NIGHT

2nd level conjuration

Casting Time: 1 action

Range: 60ft

Components: V, S

Duration: Concentration, up to 1 minute

You call forth an intangible horror. It appears in a space that is a 5-foot cube you can see within range. Typically, the horror resembles a mass of shadows filled with writhing black tentacles and gnashing teeth, although it can appear as any sort of terrifying phenomena of your choice.

Until the spell ends, whenever you or a creature you can see moves within 5 feet of the horror for the first time on a turn or starts its turn there, you can cause the horror to attack the creature. When you do so, the creature must make a Wisdom saving throw. On a failure, the creature takes 2d8 necrotic damage and becomes frightened of the horror until the end of your next turn. On a successful save, the creature takes half as much damage and isn't frightened.

As a bonus action on your turn, you can move the horror up to 30 feet to a space you can see. Creatures which are immune to being frightened are also immune to damage from this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each spell slot level above 2nd.

ICHOROUS SMITE

2nd-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You imbue a weapon with a portion of your life force, spending a number of hit points as you cast the spell. The first time you hit with a melee weapon attack during this spell's duration, the attack deals additional necrotic damage equal to 2d4 + the number of hit points spent.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

LLOYD'S SWIFT HAND

2nd-level necromancy

Casting Time: 1 bonus action

Range: 60ft

Components: S

Duration: 1 minute

You raise a mimicry of a humanoid made of blood on a surface in range holding a weapon (its appearance is up to you) that remains for the duration of the spell or until you cast it again. The humanoid can share its space with a creature or other instances of this spell, but it can't pass through solid surfaces, it can however pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. As part of the casting of the spell you can make a melee spell attack with all the instances from this spell you have (each one has to attack a creature within 5 feet), all attacks happen simultaneously, with each dealing 1d6 + your spellcasting modifier. As a bonus action on your turn you can move these humanoids up to 5 times the hit points you used to cast this spell and repeat the attack against creatures 5 feet within them.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of humanoids increases by one for each spell slot above 2nd.

SANGUINE ROPE

2nd-level transmutation

Casting Time: 1 action

Range: Varies (see below)

Components: V, S

Duration: Instantaneous

You draw out a portion of your blood, forming it into a rope that you can use to either pull yourself to a location, or pull an object or creature to you. As you cast the spell, you must spend a number of hit points. Then, you immediately send the rope to grab a target that you can see within a range equal to 5 times the number of hit points spent. Once you grab a target, you can either pull yourself to a location within 5 feet of the target, or you can attempt to pull the target to a location within 5 feet of you. In order to pull the target to you, it must weigh less than 100 pounds, and if it is a creature it can make a Strength saving throw to avoid being pulled. If you pull yourself to a target, you move in a straight line towards the target and take opportunity attacks as normal.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of weight you can pull increases by 100 pounds for each slot level above 2nd.

VAMPIRE'S KISS

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: S

Duration: Varies (see below)

You draw out a portion of your own blood as you kiss another humanoid. As you cast the spell, you must spend a number of hit points. The target must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you for 10 minutes for every hit point spent on the casting of the spell, ending early if you or your companions do anything harmful to it. The charmed creature falls hopelessly in love with you. When the spell ends, the creature knows it was charmed by you.

3RD LEVEL SPELLS

ANIMATE BLOOD

3rd-level necromancy

Casting Time: 1 bonus action

Range: 10 feet

Components: V, S, M (droplets of blood)

Duration: Concentration, up to 10 minutes.

You animate droplets of your own blood to act under your command. For every three hit points spent in the casting of this spell, you create a droplet of animated blood.

As you cast the spell, and as a bonus action on each of your turns thereafter, you can mentally command the droplets to move as long as they are within 120 feet of you. The droplets have a speed of 30 feet, and a climbing speed of 15 feet. As an action on your turn, you can choose to see and hear from the location of one of the blood droplets until the end of your turn, becoming blinded and deafened to your own surroundings. Additionally, you may instead use your action to cause one of the droplets to explode in a burst of necromantic energy, destroying the droplet and damaging surrounding creatures. Each creature within 5 feet of the droplet must make a Dexterity saving throw. A creature takes 6d4 necrotic damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d4 for each slot level above 3rd.

BLOODSIGHT

3rd-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You draw out a portion of your blood, causing your eyes to take on a crimson hue. For the duration, you can see the life force of nearby creatures. The range of this vision is a number of feet equal to 5 times the number of hit points spent on this spell. When a creature is at full health, they appear perfectly normal, but as they become more wounded a red aura begins to surround them. You can notice when a creature's current hit points are below 1/2 or 1/4 of their hit point maximum. If a creature is below 1/2 of their hit point maximum, you can see them even through walls and invisibility.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the duration is 1 hour. If you use a slot of 7th level or higher, the duration is 8 hours. If you use a 9th level spell slot, the duration is 24 hours. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

CRUSHING BLOOD WAVE

3rd level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

A wave of blood rushes out from you. Each creature in a 30-foot cone must make a Dexterity saving throw or take 4d8 bludgeoning damage and be knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. Any unprotected flames in the area of this spell are smothered and quenched.

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

CORRUPTED MANTLE

3rd level evocation

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Dark power radiates from you in an aura with a 30-foot radius, awakening boldness in friendly creatures. Until the spell ends, the aura moves with you, centered on you. While in the aura, each non-hostile creature in the aura (including you) deals an extra 1d4 necrotic damage when it hits with a weapon attack.

DARK FLARE

3rd level evocation

Casting Time: 1 action

Range: Self (40-foot line)

Components: V, S, M (a magnifying glass and a piece of black cloth)

Duration: instantaneous

A stream of dark fire bursts forth from your hand in a 40-foot long, 15-foot wide line. Each creature in the line must make a Dexterity saving throw, taking 5d4 fire damage and 5d4 necrotic damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the fire damage and the necrotic damage each increase by 1d4 for each spell level above 3rd.

PSYCHE DRAIN

3rd level necromancy

Casting Time: 1 action

Range: touch

Components: S

Duration: instantaneous

You attempt to siphon life force from a sentient creature to slightly heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 6d4 psychic damage, and the target of this spell must succeed on an Intelligence saving throw. On a failed save, you regain hit points equal to one-quarter the amount of psychic damage dealt, rounded up.

At Higher Levels. When you cast this spell using a spell slot of 4 level or higher, the damage increases by 2d4 for each slot level above 3rd.

4TH LEVEL SPELLS

BLOOD RAIN

4th level necromancy

Casting Time: 1 action

Range: 60ft

Components: V, S

Duration: Concentration, up to 1 minute

Designate a 30-foot radius, 60-foot high cylinder within range. A red, bloodlike fluid rains down in this cylinder. Creatures other than you which begin their turn in the target area or enter it on their turn must succeed on a Constitution save or take 4d8 necrotic damage. This spell has a reversed effect on allies, causing them to instead regain 2d8 hit points.

While concentrating on this spell, you can use your action to move the pillar up to 20 feet in any direction.

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

BLOOD TELEPORT

4th level conjuration

Casting Time: 1 reaction

Range: self

Components: V

Duration: instantaneous

As a reaction to taking damage, you can teleport up to four times your full movement from your current location. You may only teleport to places you can see or have seen. You may not teleport into another creature's space.

DRAINING THREAD

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You open a wound on your body, shooting out a thread of blood between yourself and a creature within range. As you cast the spell, you must spend a number of hit points. The creature must then succeed on a Dexterity saving throw or take $7d6 +$ the number of hit points spent as necrotic damage. If this damage brings the target to 0 hit points, half the hit point cost is refunded as blood drains through the thread back into your body

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 2d6 for each slot level above 4th.

MIRAGE OF DESPAIR

4th level illusion

Casting Time: 1 reaction

Range: 60ft

Components: V

Duration: 6 hours

You affect one target in range that you can see. That target must make a Wisdom saving throw. On a failed save, the creature sees everything around it in the worst possible light. Allies look hateful or even become monsters, a beautiful garden appears dying and covered in rot, a tranquil pool looks covered in slime and filled with dead fish. The target becomes frightened of the most horrific-looking thing for the duration of the spell. If that object is removed from the target's sight for more than ten minutes, the target will become frightened of something else. The target will also become increasingly paranoid during this time. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The spell also ends early if an affected creature is subjected to the remove curse spell or similar magic.

NECROTIC BREATH

4th level necromancy

Casting Time: 1 action

Range: 5-foot sphere around the caster

Components: V, M (a piece of rotting meat or flesh)

Duration: instantaneous

You consume a chunk of rotting meat causing you to exhale a deadly black mist of negative energy causing a creature you see within range to inhale it forcing them to make a Constitution saving throw dealing 4d10 necrotic damage on a failing roll or half as much on a success. If the spell kills the target and they failed their con saving throw you can choose to raise them as a skeleton or zombie under your control otherwise their body but not their possessions crumble to dust.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage.

If you target a nonmagical plant that isn't a creature, such as a tree or a shrub, it doesn't make a saving throw, it simply withers and dies.

If you target an undead it heals them 4d10 hp.

If you target a creature that can not or does not need to breathe they automatically succeed on their Constitution saving throw and they take no damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you add 1d10 of necrotic damage and you may choose 1 additional creature to affect for every spell slot above 4th level.

SANGUINE SANCTUM

4th-level abjuration

Casting Time: 1 action

Range: Self (10-foot radius hemisphere)

Components: V, S

Duration: Concentration, up to 1 hour

You transform your blood into a 10-foot-radius protective dome that forms around and above you and remains stationary for the duration. The dome can be damaged, and it has a number of hit points equal to 20 + double the amount of hit points spent in the casting of this spell. Any creature within the dome cannot be targeted by creatures outside the dome, and vice versa. Spells and attacks that would pass or extend through the dome instead hit the dome, dealing it damage, and do not extend farther. As long as the dome lasts you can use your action to spend a number of hit points and add this amount to the dome's current hit points. Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. The dome is semi-transparent. It can be seen through, but things seen through the walls appear distorted and blurred with the red color of the dome. **At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the dome's base hit point value increases by 5 for each slot level above 4th.

SHADOW HAND

4th level evocation

Casting Time: 1 action

Range: 30ft

Components: V, S

Duration: Up to 1 minute

A dark, floating hand appears and grabs your opponent, leaching their life to aid you. As an action, you select a target and cast this spell, forcing the target to make a Constitution save against your spell save DC. If the target fails, the hand latches onto them and saps 2d4 + 1 health from them. If target succeeds, the hand disappears and they gain advantage on saves against the spell for 1 hour. The target may repeat the save at the start of each turn.

As a bonus action while this spell is in effect, you may absorb some of the life the hand has taken, up to 1d4. The health absorbed by the hand is lost if the target succeeds the saving throw, the spell ends, or the target dies.

SOUL-STEALING FIST

4th level necromancy

Casting Time: 1 action

Range: touch

Components: V, S

Duration: 1 minute

You infuse your fist with necrotic energy. Make a melee spell attack against a creature you can touch. On a hit, the target takes 3d6 necrotic damage and you gain temporary hit points equal to half the damage dealt (rounded down). A creature which was hit and took damage must succeed on a Wisdom saving throw or be stunned until the start of your next turn. A creature that resists necrotic damage has advantage on this save.

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

5TH LEVEL SPELLS

BLOODCURSE

5th-level necromancy

Casting Time: 1 minute

Range: Touch

Components: S

Duration: Varies (see below)

You touch a creature's open wound and bestow a curse. As you spend a number of hit points to cast the spell, that creature must succeed on a Wisdom saving throw or become cursed. During the casting of the spell, you can make a Charisma (Deception) check against the target's Wisdom (Insight) check to attempt to conceal the spell's true nature, such as pretending to bandage their wound. The curse has no effect until after 1 hour. Thereafter, the curse lasts for a number of days equal to the number of hit points spent, and for that duration the cursed creature can't regain hit points and is poisoned. Every 8 hours the creature is cursed, they take 3d4 necrotic damage as the curse rots away at them. A remove curse spell ends this effect.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d4 for each slot level above 5th.

DARKBOLT

5th level evocation

Casting Time: 1 action

Range: self (120ft)

Components: V, S

Duration: see below

With a quick invocation you call forth a nimbus of jet-black night around your hands, from which you shoot black bolts of power that trail wisps of terrible darkness.

You unleash seven bolts of darkness from your open palms and fire them at targets within range. You can fire them at one target or several. Make a ranged spell attack for each bolt. On a hit, a target takes 2D8 necrotic damage and must make a Wisdom saving throw. On a failure, the target is stunned until the end of its next turn. Choose one of the following two options when you cast this spell:

You can fire all the bolts at once, and all targets must be within 60 feet of each other. When you use this option, the spell's duration is instantaneous. When you cast this spell - and as a bonus action on each of your turns thereafter - you can expend one or two of the bolts to fire them at a target or targets you choose within range. When you use this option, the spell's duration is Concentration, up to 10 minutes. No matter how many bolts strike a single target, a target can only be stunned until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you create one additional bolt for each slot level above 5th.

FLESH CLONE

5th level necromancy

Casting Time: 1 hour

Range: touch

Components: V, M(an empty vial which is consumed)

Duration: Until dispelled

While speaking an intricate incantation, you cut yourself or another creature and fill the vial full of blood, taking 1d4 piercing damage that can't be reduced in any way. You must then continue casting the spell for the rest of the hour or the blood be unusable for the spell. You may not have more than one Flesh Clone spell in effect per creature at a time. The number of Flesh Clone spells in effect may not exceed your spell-casting ability modifier.

At any time after the spell has been cast, you may destroy the material component by smashing the vial on the ground. If the creature whose blood sample that you took is at 0 hit-points, dead, or otherwise incapacitated, a copy of that creature is created. The copy is a construct who is exactly like the sample creature at the time the blood sample was taken, retaining memories, spell slots, personality, abilities, etc. at the time of sampling. You DO NOT control the copy. The copy does not have a soul and will be perceived by creatures with True-sight in shades of gray.

The copy has half the number of hit-points of the sample creature(minimum of 1) and its hit-point maximum is reduced by 1d10 every hour. When its hit-points are reduced to 0, it turns into a small pool of blood and the spell ends. Also, the copy takes a -4 penalty to all Attack rolls, Saving Throws, and Ability Checks. If the sample creature returns from the dead, or regains consciousness, the copy is instantly destroyed and the spell ends.

Although the copy is a construct, it can be possessed, for example by the Magic Jar spell. If the copy is then possessed, it is perceived by creatures with True-sight in color.

SANGUINE MANTLE

5th level necromancy

Casting Time: 1 action

Range: touch

Components: V, S

Duration: 1 minute (Concentration)

Upon casting, the target of this spell is enveloped in a fine crimson mist. For the duration of this spell, whenever a hostile creature first enters a space within 15 feet of your ward or starts their turn there, they must make a Constitution saving throw or take 5d6 necrotic damage and suffer disadvantage on the first attack roll they make before the end of their next turn. On a successful saving throw, the target takes half damage and does not suffer disadvantage on their next attack roll.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher the damage of this spell increases by 1d6 for every level of spell slot beyond 5th. For example, if cast as a 7th level spell, Sanguine Mantle would deal 7d6 necrotic damage.

MULTICLASS

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