



# PLAYER'S COMPANION



DUNGEONS & DRAGONS

Add new options for necromancy, blood magic, and shadow magic with this supplement for the world's greatest roleplaying game

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*Disclaimer: Always be sure to remember your Dark Magic Safety Guidelines when handling dangerous magics and magical beings:  
a) don't let the vampires bite, b) try not to kill yourself with health costs, and c) don't anger an archlich*

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## PREFACE

In many adventures and campaigns, necromancy and similar magic often plays a key role in the story. This supplement aims to give both players and DMs more options in these types of campaigns by giving them more races, subclasses, spells, and creatures for them to work with. If your dungeon master allows, these options can be used in any of your campaigns.

## ON THE COVER

Performing an ancient blood ritual, the Circle of Night druid channels energy from the source of fresh blood to cast a blood magic ritual, in this scene illustrated by Felipe Escobar Bravo.

# CHAPTER 1: RACES

**T**HIS CHAPTER PRESENTS THREE NEW Races to supplement those in the *Player's Handbook*: Mummies, Wights, and Shadar-kai. Mummies and Wights are converted from creatures in the *Monster Manual*, and may also be useful for creating a more fleshed out NPC. The Shadar-kai are a race native to the toxic darkness of the shadowfell. These new options are available when you make a character, provided that your DM allows them in your campaign.



## MUMMY

Hidden within ancient tombs in vast deserts, mummies evoke fear in the heart of every adventurer. Raised by dark funerary rites through necromantic rituals, mummies unquestioningly serve the whims of their masters for as long as they live. However, once those masters are gone a rare few mummies may choose to stray from their ancient tasks, traveling out of their tombs to inflict themselves on the world above.

### THE WILL OF DARK GODS

An undead mummy is created when the priest of a death god or other dark deity ritually imbues a prepared corpse with necromantic magic. The mummy's linen wrappings are inscribed with necromantic markings before the burial ritual concludes with an invocation to darkness. As a mummy endures in undeath, it animates in response to conditions specified by the ritual. Most commonly, a transgression against its tomb, treasures, lands, or former loved ones will cause a mummy to rise.

The long burial rituals that accompany a mummy's entombment help protect its body from rot. In the embalming process, the newly dead creature's organs are removed and placed in special jars, and its corpse is treated with preserving oils, herbs, and wrappings. After the body has been prepared, the corpse is typically wrapped in linen bandages.

### THE PUNISHED

Once deceased, an individual has no say in whether or not its body is made into a mummy. Some mummies were powerful individuals who displeased a high priest or pharaoh, or who committed crimes of treason, adultery, or murder. As punishment, they were cursed with eternal undeath, embalmed, mummified, and sealed away. Other times, mummies acting as tomb guardians are created from slaves put to death specifically to serve a greater purpose. Once created, a mummy obeys the conditions and parameters laid down by the rituals that created it, driven only to punish transgressors.

### TIMELESS UNDEATH

Most mummies have existed far longer than even the oldest elves, though most of them have remained in their tomb for nearly the entire period. Once they awake, they cannot remember their past life or personality, so they remain dry husks even throughout their eons of "life" if you could call it that.

However, some mummies do gain some knowledge of the outside world, and even the most rudimentary knowledge from when they were first created may hold untold secrets to the modern world. As a result, some serve as undead repositories of lost lore, and can be consulted by the descendants of those who created them. Powerful individuals sometimes intentionally sequester mummies away for occasional consultation, and particularly talkative mummies are treasured by historians.

## MUMMY NAMES

When they are created, mummies are not often named, and they have no memory of their name in life. Even when they are named, it is usually something extremely simple such as a number. However, once a mummy becomes free of its master, it might choose to give itself a real name, or perhaps let a troop of adventurers choose its name for it. Therefore, mummies can have all types of names based on what names they have encountered. If they have encountered many human adventurers in their time, they may choose a human name, and could do the same for any of the other races.

## MUMMY TRAITS

As a mummy, you have certain traits that you share with other mummies. As a mummy you gain access to powerful magic through your rotting curse and dreadful glare, though both of these magics have been weakened through the death of your master and your departure from the tomb.

**Ability Score Increase.** Your Strength score increases by 2, and your Constitution score increases by 1.

**Age.** As beings of undeath, mummies do not age or mature, and they may live for thousands of years if undisturbed.

**Alignment.** As the creations of evil masters, mummies are often evil themselves. Most often mummies tend towards lawfulness in their devotion to their master.

**Size.** Mummies are between 5 and 6 feet tall and average about 120 pounds. Your size is medium.

**Speed.** Your base walking speed is 25 feet.

**Darkvision.** Accustomed to the eternal darkness of an ancient tomb, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

**Dreadful Glare.** As an action, you can target one creature you can see within 10 feet of you. The target must succeed on a Wisdom saving throw or become frightened until the end of your next turn. The DC for this saving throw equals  $8 + \text{your Constitution modifier} + \text{your Proficiency bonus}$ . A target that succeeds on the saving throw is immune to this effect for the next 24 hours.

**Fire Vulnerability.** You are vulnerable to fire damage.

**Rotting Fist.** You are proficient with your unarmed strikes, which deal  $1d6$  necrotic damage on a hit. Whenever a creature takes this necrotic damage, they must succeed on a Constitution saving throw or become cursed. The DC for this saving throw equals  $8 + \text{your Constitution modifier} + \text{your proficiency bonus}$ . The cursed target can't regain hit points. The curse lasts until removed by the *remove curse* spell or similar magic.

**Undead.** You are considered undead for effects such as *turn undead* and many healing spells. You are immune to disease and the poisoned condition, and you have resistance to poison damage. You do not need to eat or breathe, but you can ingest food or drink if you wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and events as normal.

**Languages.** You can speak, read, and write Common and one other language you knew in life.

## WIGHT

The word "wight" meant "person" in days of yore, but the name now refers to evil undead who were once mortals driven by dark desire and great vanity. When death stills such a creature's heart and snuffs its living breath, its spirit cries out to the demon lord Orcus or some vile god of the underworld for a reprieve: undeath in return for eternal war on the living. If a dark power answers the call, the spirit is granted undeath so that it can pursue its own malevolent agenda.

Wights possess the memories and drives of their formerly living selves. They will heed the call of whatever dark entity transformed them into undead, swearing oaths to appease their new lord while retaining their autonomy. Never tiring, a wight can pursue its goals relentlessly and without distraction.



## LIFE EATERS

Neither dead nor alive, a wight exists in a transitional state between one world and the next. The bright spark it possessed in life is gone, and in its place is a yearning to consume that spark in all living things. When a wight attacks, this life essence glows like white-hot embers to its dark eyes, and the wight's cold touch can drain the spark through flesh, clothing, and armor.

## SHADOW OF THE GRAVE

Wights flee from the world by day, away from the light of the sun, which they hate. They retreat to barrow mounds, crypts, and tombs where they dwell. Their lairs are silent, desolate places, surrounded by dead plants, noticeably blackened, and avoided by bird and beast.

Humanoids slain by a wight can rise as zombies under its control. Motivated by hunger for living souls and driven by the same desire for power that awakened them in undeath, some wights serve as shock troops for evil leaders, including wraiths. As soldiers, they are able to plan but seldom do so, relying on their hunger for destruction to overwhelm any creature that stands before them.

## WIGHT NAMES

When they are created, a wight keeps all of the memories of its former life, and therefore keeps its name as well. Therefore, wights can have all types of names based on whatever race they were in life.

## WIGHT TRAITS

Your wight character has certain traits derived from its undead nature.

**Ability Score Increase.** Your Constitution score increases by 2, and your Charisma score increases by 1.

**Age.** As beings of undeath, Wights do not age or mature, and they may live for thousands of years if they are not killed in battle.

**Alignment.** Wights are transformed by dark entities to serve their needs, and therefore are most often evil themselves.

Although they retain their memories and personalities, Wights are only created from evil and vain humans, so they will remain evil unless they change their alignment after reaching undeath.

**Size.** Wights are between 5 and 6 feet tall and average about 180 pounds. Your size is medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** As a being forced to live in darkness, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

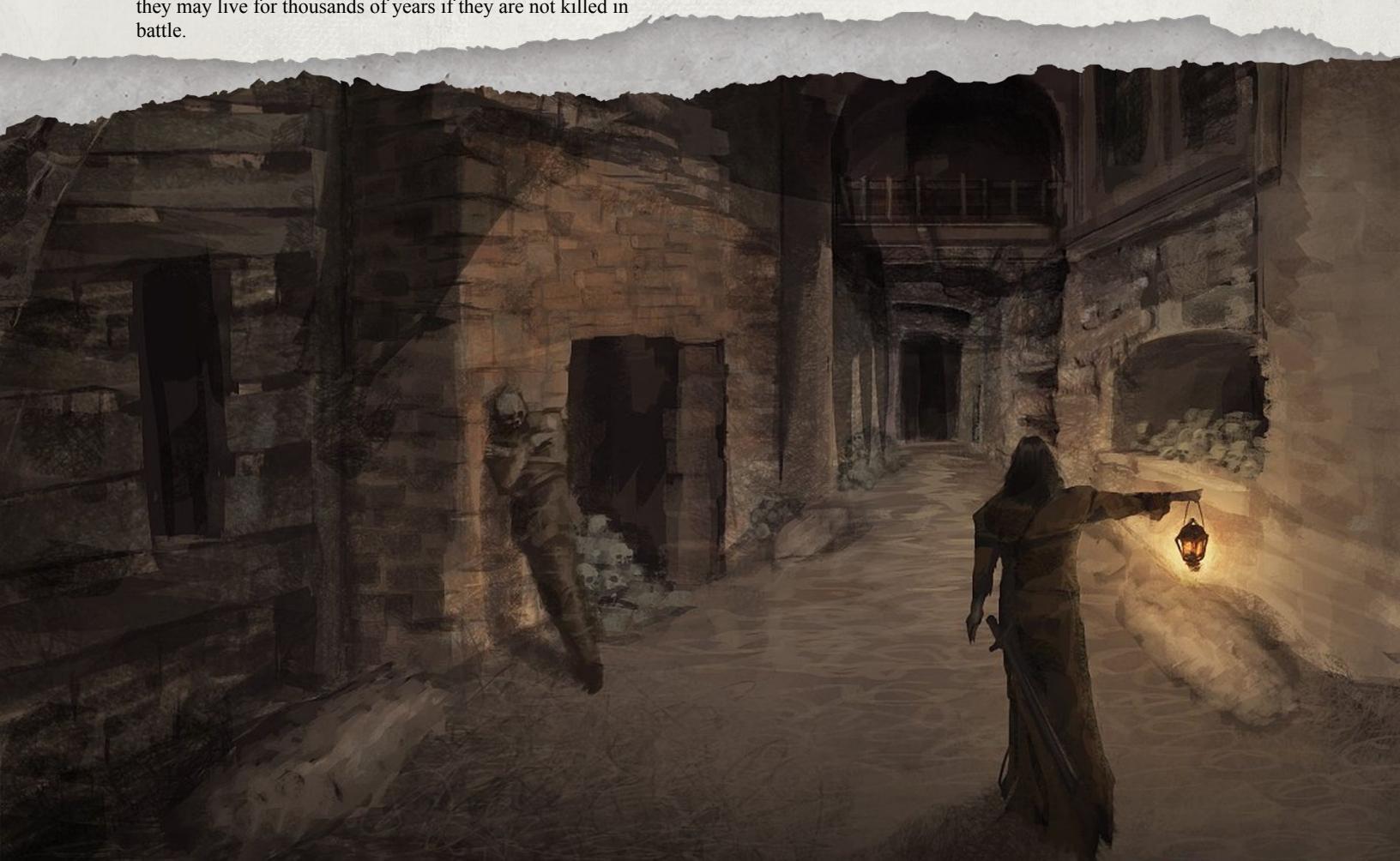
**Sunlight Sensitivity.** You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

**Undead.** You are considered undead for effects such as *turn undead* and many healing spells. You are immune to disease and the poisoned condition, and you have resistance to poison damage. You do not need to eat or breathe, but you can ingest food or drink if you wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and events as normal.

**Life Drain.** You are proficient with your unarmed strikes, which deal 1d6 necrotic damage on a hit. A humanoid slain by this attack rises 24 hours later as a zombie under your control, unless the humanoid is restored to life or its body is destroyed. Only one zombie may be created through this ability at any one time; if another is created then the first becomes inanimate.

The zombie has the statistics of the Zombie (Monster Manual pg. 316), except its hp value is instead equal to twice your level.

**Languages.** You can speak, read, and write Common and one other language you knew in life.



# SHADAR-KAI

Shadar-kai were once humans, native to the world. They were all members of an extended tribe who called themselves Shadar-Kai. These early humans had seen the abuses Nerull, once god of death, perpetrated on the souls who passed into his power. They also feared the unknowable reaches of death into which most souls pass even now. When the Raven Queen slew Nerull and ascended to godhood, in an age now largely forgotten, the Shadar-Kai struck a deal with her. They promised to serve as her mortal agents, and in exchange, she gave them incredibly long life and freedom from frailty. The shadar-kai believe that, through their pact, they became the chosen people of death and winter.

The Shadar-Kai moved to the Shadowfell, setting up their communities on the borders of Letherna, the Raven Queen's domain. Life in shadow changed the humans, reshaping them and altering their appearance. Eventually, they were so different from humans that they became a distinct species. As they expanded their territory in the Shadowfell and began interacting again with the mortal world, the tribal name became the name for their race.

## ASHEN AND SCARRED

Shadar-kai are humanlike, but the weight of existence in the Shadowfell has shaped them to be slightly shorter and much thinner than their human counterparts. A shadar-kai has a colorless complexion that varies from alabaster to dark gray. Shadar-kai hair is similarly drab or raven black. Pale hair might have a hint of color within the range of human norms. The eyes are lustrous and black, lacking any white or clear pupil. Shadows near a shadar-kai sometimes seem to reach out or deepen, especially when the shadar-kai is angry.

Although drab in natural appearance, shadar-kai are quite elaborate and idiosyncratic in personal adornment. They like dark and exotic clothing, jewelry, and weapons, often decorated with swatches of bright color. Hair is similarly ornate and often dyed, and many embellish their skin with tattoos, scars, and piercings.

The tattoos, scars, and piercings a shadar-kai wears have more than one purpose. They exist as a testament to the wearer's ability to withstand pain as well as a means of personal expression and decoration. Each decoration can also be a record of a deed done, an honor gained, or a misdeed declared.

## THE RAVEN QUEEN

Through their pact with the Raven Queen, each shadar-kai is an instrument of death and fate. The Raven Queen doesn't demand worship from the shadar-kai, although she receives it in abundance. She demands only that they observe the pact by keeping her commandments regardless of other beliefs. So most shadar-kai hold no pity for the dying and try to punish those who defy fate. But shadar-kai also believe that nobody truly knows what fate holds.

The Raven Queen is a fair mother, if not a loving one. When the shadar-kai called upon her in ancient times, she answered. She still does. While she spares little love, she also never demands the love of her children. Almost all shadar-kai revere the Raven Queen, but each shadar-kai is free to choose his or her destiny and way of life, including religion.

## STRONG EMOTIONS

The Shadowfell saps living creatures of creativity and the will to live. When shadar-kai moved to the Shadowfell ages ago, they were not immune to this depression. Numerous members of their early society gave in to ennui and simply slipped out of existence, driving the shadar-kai to change their lifestyle, embracing strong emotions and peak experiences. These practices, born out of necessity, became traditions over countless generations.



The current culture of the shadar-kai is a study in pushing boundaries. Shadar-kai welcome difficult tasks, as well as physical and emotional extremes, as a way of life. They learn to channel the darkness of the Shadowfell rather than allowing that darkness to consume them. And they accept death as the inevitable end for those who fail to attain the right amount of power or fame.

Shadar-kai embrace living with gusto. The limits of pleasure and pain distract them from the wearying melancholy of the Shadowfell. They also strive for personal greatness, so that if they fail to gain the actual ability to live forever, stories of their great deeds will grant a sort of immortality. In this search for personal glory, most shadar-kai ignore banalities such as comfort, morality, and safety.

## CALL OF THE SHADOWFELL

Although shadar-kai leave the Shadowfell to seek fortune in the world and among the planes, a few needs and wants drive a shadar-kai to return home from time to time. Most shadar-kai feel a basic need to visit the enveloping dimness of the Shadowfell at least intermittently. The plane is unlike even the darkest reaches of other planes. Obtaining new adornments and equipment in the proper style often requires a return to the Shadowfell. Shadar-kai also return to their gloomy settlements to spend time among those who see extreme, weird, or even deviant as normal. And they come home to brag.



## SHADAR-KAI NAMES

Shadar-kai have similar names to their human counterparts, though they did change slightly due to their isolation in the Shadowfell, with the only real influencing force being the will of the Raven Queen. Their names are often merely the inventions of their parents, though some common names do exist.

**Male names:** Albrek, Baden, Codren, Emul, Horiam, Hutahn, Ioan, Lucyan, Mahahn, Niku, ovid, Petru, Razvahn, Serbahn, Shathys, Teodahr, Vasylay, Zahar.

**Female names:** Afyn, Anka, Bahnka, Codruta, Doru, Dyon, Floahr, Ghita, Helyyna, Ioana, Jenit, Kathryn, Lucya, Markella, Nadya, Roduka, Sahyeh, Tabita, Yalda, Zyna

## SHADAR-KAI TRAITS

The weight of existence in the Shadowfell has shaped the physical qualities of the Shadar-kai, granting them traits unique to their native realm.

**Ability Score Increase.** Your Dexterity score increases by 2, and your Intelligence score increases by 1.

**Age.** The Shadar-kai reach physical maturity at the same rate as humans, but they generally live far longer. A shadar-kai may live up to 800 years.

**Alignment.** Shadar-kai society is often seen as cruel and apathetic. The shadar-kai generally strive to create chaos and death, bringing death for both purposes of evil as well as good.

**Size.** Shadar-kai are generally a tad below 6 feet in height and they weigh between 110 and 170 pounds. Your size is medium.

**Speed.** Your base walking speed is 30 feet.

**Superior Darkvision.** Accustomed to the black skies and eternal shadow of the Shadowfell, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

**Doomspeaker.** You gain proficiency in the intimidation skill.

**Shadow Jaunt.** On your turn, when you reduce a creature to 0 hit points, you can use your bonus action to teleport up to 15 feet.

**Languages.** You can speak, read, and write Common and one other language of your choice.

## THE RAVEN QUEEN

*Goddess of Death, Fate, and Winter*

**Alignment:** Unaligned

**Suggested Domains:** Death, Nature

**Symbol:** Head of a black raven

The Raven Queen was once a powerful mortal sorceress-queen. When she died, she came to Pluton, the domain of the evil death god Nerull. Nerull, impressed with her will and ambition, gave her form and made her his consort, naming her Nera. She stole Nerull's power over mortal shades, and by freeing most of them she managed to destroy Nerull and become the god of death.

After overthrowing Nerull, she abandoned Pluton and created her own realm in the Shadowfell.

She is the spinner of fate and the patron of winter. She marks the end of each mortal life, and mourners call upon her during funeral rites, in the hope that she will guard the departed from the curse of undeath. She expects her followers to abide by these commandments:

- 1) Hold no pity for those who suffer and die, for death is the natural end of life.

- 2) Bring down the proud who try to cast off the chains of fate; you must punish hubris where you find it.

- 3) Destroy the cults of Orcus, for the Demon Prince of the Undead seeks to claim the Raven Queen's throne.

# CHAPTER 2: SUBCLASSES



HIS CHAPTER PRESENTS THIRTEEN NEW Subclasses to supplement those in the *Player's Handbook*: one or more for each class outside of the Ranger. These new options are available when you make a character, provided that your DM allows them in your campaign.

## PRIMAL PATHS

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however, each represented by different paths.

### PATH OF BLOOD

The Path of Blood is a path taken by only the most ruthless and battle-hungry barbarians. They do not care when they shed their own blood - in fact, they use that energy to empower their rage even farther, using their suffering to strengthen their power, speed, and senses.

While at first glance the Path of Blood appears to be powered by the same forces as the Path of the Berserker, the Path of Blood is far more magical in nature. Bloodragers use their blood in a form of hemomancy - a magic that utilizes blood sacrifices.

#### BLOODRAGE

Starting when you select this path at 3rd level, you use your own spilled blood to empower your rage. Whenever you take bludgeoning, piercing, or slashing damage while raging, you store a quarter of the damage taken as Blood Points, rounded up. Whenever you make an attack roll, ability check, or damage roll that uses Strength, you can expend your Blood Points, adding the amount spent to the roll.

Any remaining Blood Points disappear at the end of each of your turns.

#### EMPOWERED ABILITY

At 6th level, you can use your Blood Points to empower either your speed or your senses.

**Empowered Speed.** At the start of your turn, you can expend a number of your Blood Points, adding 5 feet to your speed for every 2 Blood Points spent. This speed lasts until the end of the turn.

**Empowered Senses.** At the start of your turn, you can expend a number of your Blood Points. Until the end of the turn, you can see invisible creatures as if they were visible out to a range equal to 5 times the number of Blood Points spent.

#### BLOOD SCENT

Starting at 10th level, you can smell the scent of blood from up to 5 miles away, and accurately pinpoint the direction it's coming from. Once you get within 1 mile of the source, you can make a DC 15 Wisdom (Perception) check to determine its exact identity. On a success, you know the exact identity of the creature if you have encountered it before; otherwise you only determine its race and the severity of its injury. Either way, you know that creature's exact location for the next hour. On a failed check, you know that you failed the check and can't make another one for 1 hour.

#### POWER THROUGH SUFFERING

Beginning at 14th level, your ability to store your blood to empower your rage is greatly increased. Whenever you take damage that is not bludgeoning, piercing, or slashing damage while raging, you store 1/4th of that damage as Blood Points as well.





## BARD COLLEGES

The way of a bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

### COLLEGE OF THE SHADOWFELL

Bards of the College of the Shadowfell specialize in the study of that realm, gleaming great knowledge of shadow magic in the process. These bards are few in number and their study is far harder than most, for knowledge of the Shadowfell is hard to come by. These bards occasionally gather in great libraries to share their knowledge, but most of their time is spent out in the world, looking for any glimpses of knowledge that might lead them to their goal.

These bards generally do not perform music, and are instead more inclined to creating stories and manufacturing histories, with most of these stories ending as dark as the realm they study.

#### BONUS PROFICIENCIES

When you join the College of the shadowfell at 3rd level, you gain proficiency with medium armor, martial weapons, and the Stealth skill.

#### SHADOW'S EMBRACE

Also at 3rd level, you learn how to manipulate shadows to hide your allies. A creature that is in darkness or dim light and has a bardic inspiration die from you can attempt to hide, rolling that die and adding the roll to their Dexterity(Stealth) check. This attempt does not require the use of an action or bonus action.

#### SHROUD OF DARKNESS

Starting at 6th level, whenever a creature uses a bardic inspiration die or you cast a spell of 1st level or higher that targets you or another creature, you can choose to imbue shadow magic into that creature. If you do so, then the creature becomes enveloped in shadow, causing all attacks against it to have disadvantage and allowing it to disengage as a bonus action until the end of your next turn.

#### UMBRAL BODY

Beginning at 14th level, you gain the ability to transform into pure shadow. You can cast *umbral form* at will, without expending a spell slot or material components. When you cast the spell using this feature, you may only target yourself.

# DIVINE DOMAINS

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain.

Each domain's description gives examples of deities who have influence over that domain. Gods are included from the worlds of the Forgotten Realms, Greyhawk, Dragonlance, and Eberron campaign settings, as well as from the Celtic, Greek, Norse, and Egyptian pantheons of antiquity.

## NIGHT DOMAIN

Gods of the night - such as Selûne, Shar, Tharizdon, Takhisis, and Hecate - serve as both creators of light and harbingers of darkness, with moon gods focusing on the former and darkness gods on the latter. These gods serve as patrons of all alignments; their clerics serve as both righteous defenders of the weak, as well as deceptive thieves and assassins. Either way, these clerics excel in both melee combat and spellcasting, always using the cover of darkness to their advantage in both their battles and their attempts at subterfuge.

### NIGHT DOMAIN SPELLS

Cleric Level	Spells
1st	<i>sleep, aura of shade</i>
3rd	<i>darkness, moonbeam</i>
5th	<i>fear, feign death</i>
7th	<i>greater invisibility, rend shadows</i>
9th	<i>dream, shadow stride</i>

### BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and the Stealth skill.

## LUNAR RADIANCE

Also at 1st level, you can empower your attacks with moonlight. When you hit a creature with a melee weapon attack, you can force them to become basked in moonlight. The next attack roll made against this target before the end of your next turn has advantage, and deals an additional 1d8 radiant damage on a hit.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

## CHANNEL DIVINITY: MIDNIGHT GLOOM

Starting at 2nd level, you can use your Channel Divinity to harness the black gloom of midnight, banishing light and draining the life of your foes.

As an action, you present your holy symbol and all lights within 30 feet of you, magical or non-magical, are instantly put out. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes necrotic damage equal to  $2d6 + \text{your cleric level}$  on a failed saving throw, and loses any darkvision they have for 1 minute. On a successful save, they take half as much damage and suffer no other effects. A creature can repeat this saving throw at the start of each of its turns, regaining their darkvision on a success.

## MOONLIGHT STRIKE

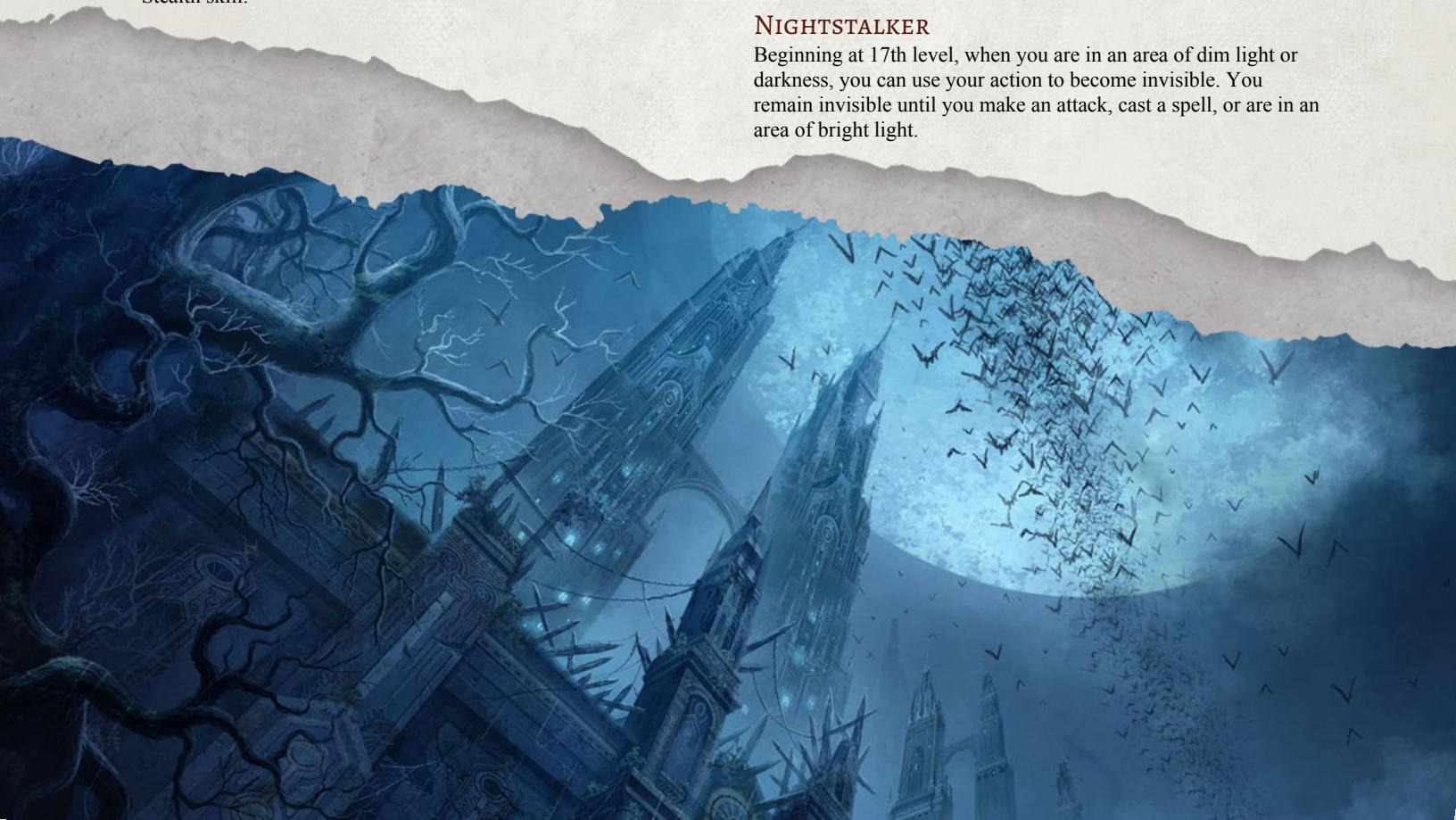
Starting at 6th level, when you deal radiant damage to a creature it emits dim light in a 10 foot radius until the end of your next turn. The affected creature can't benefit from being invisible, and if the creature is a shapeshifter it immediately shifts to its original form and can't assume a different form until the light dissipates.

## DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra  $1d8$  radiant damage to the target. When you reach 14th level, the extra damage increases to  $2d8$ .

## NIGHTSTALKER

Beginning at 17th level, when you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.



# DRUID CIRCLES

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other.

At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

## CIRCLE OF TWILIGHT

The Circle of Twilight is an ancient sect of druid, long estranged from other druidic circles due to their differing outlooks on the natural world. The Circle of Twilight believes that the spirits of nature need regular sacrifices of beasts, natural and unnatural, and even the occasional human sacrifice. These druids meet in old, dying forests to perform secret blood rituals - rituals which they hope will appease the cruellest gods of the Old Faith. As a member of this circle, you realize nature's will is not of kindness and spirituality - it is of cruelty and sacrifice.



### RITUAL SACRIFICE

When you choose this circle at 2nd level, you learn how to perform rituals using the blood sacrifices of powerful foes. By using the body of a creature that has died within the last hour as one of your spell components, you can cast any spell with the ritual tag from any class spell list without needing to prepare it. You still need to use the other components of the ritual as normal.

In order to cast a ritual in this manner, you need the body of a creature of a CR greater than or equal to the spell level of the ritual to be cast, and the spell must be of a level you have spell slots for. The creature used cannot be a construct, an undead, or an elemental. Once you complete the ritual, that creature cannot be used in any other rituals.

### CIRCLE SPELLS

The dark powers of twilight infuse you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to a number of circle spells, listed below in the twilight table.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

### TWILIGHT

Druid Level	Circle Spells
3rd	<i>darkness, gentle repose</i>
5th	<i>speak with dead, tides of blood</i>
7th	<i>dominate beast, draining thread</i>
9th	<i>dominate person, insect plague</i>

### EYES OF TWILIGHT

Starting at 6th level, you gain darkvision with a radius of 120 feet, or you increase the radius of your darkvision by 60 feet if you already have it. Additionally, you can see through magical darkness for the radius of your darkvision.

### SOULSEEING

At 10th level, you gain the ability to see the souls of living creatures. As an action on your turn, you hone your senses to allow you to see the faint outline of any living creature or creature that has died within the last hour until the end of your turn. This allows you to see any creature within the radius of your darkvision, including invisible creatures, as well as creatures that are obscured in some manner, such as being behind a wall or in murky water. This sight can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

### RITUALIST

When you reach 14th level, you become a master at performing rituals. Casting a spell as a ritual now only adds 1 minute to the cast time.

Additionally, when you cast a ritual using your ritual sacrifice feature, the CR of the creature only needs to be half of the spell level of the ritual to be cast, and you may use the same creature in up to 2 different rituals.

# MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

## BLOOD KNIGHT

The archetypal Blood Knight employs their own flesh and blood in the slaughter of their enemies. To a Blood Knight, battle is everything. It isn't winning or losing that drives them so much as it is the opportunity for a good fight. And when they find that fight, they use everything they have to contest their opponent. They utilize blood sacrifices to grant themselves additional offensive and defensive capabilities, though at a steep cost.

### BLOOD PRICE

Beginning when you choose this archetype at 3rd level, you gain the ability to utilize your health to enhance your attacks and defenses. You gain the following features: Sanguine Slice and Sanguine Block.

**Sanguine Slice.** Whenever you hit with an attack, you may sacrifice a number of hit points and add the amount sacrificed to the attack's damage roll. The number of hit points sacrificed cannot exceed triple your proficiency modifier.

**Sanguine Block.** When another creature hits you with an attack, you may use your reaction and sacrifice a number of hit points, gaining +1 AC against that attack for every 3 hit points sacrificed, potentially causing that attack to miss you. The number of hit points sacrificed cannot exceed triple your proficiency modifier.

You may only use Sanguine Block or Sanguine Slice once per round, and may not use both in a single round.

### SCENT OF BLOOD

Starting at 7th level, you gain advantage on any Wisdom (Perception) or Wisdom (Survival) check used to find a wounded creature.

Additionally, as a bonus action you can sacrifice 1 hit point to learn the general direction of every creature within 100 feet of you that has blood.

### BLOODRUSH

At 10th level, you can use your bonus action to sacrifice a portion of your health and enter a Blood Rush. For every 3 hit points sacrificed, you gain the effects of a Haste spell on yourself for 1 round. This Haste effect cannot last longer than 1 minute. When the effect ends, you suffer one level of exhaustion.

### STRENGTH OF THE WOUNDED

Starting at 15th level, you gain increased power when below half of your maximum health. Whenever you use your Sanguine Slice or Sanguine Block features while below this threshold, you gain double the effect for each hit point sacrificed.

### VIGOR

At 18th level, your sacrifices only take away a portion of your power. Whenever you sacrifice a number of hit points, you gain an amount of temporary hit points equal to the hit points sacrificed. These temporary hit points last for 1 minute.



# MONASTIC TRADITIONS

A few traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor all the traditions and instruct each monk according to his or her aptitude and interest. All the traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

## WAY OF THE BLOODED FIST

Monks of the Way of the Bloodied Fist follow a tradition that teaches them to control their own life force, as well as the life force of their foes. By focusing their ki, they exert control over blood - a powerful tool that is not to be underestimated. Their monasteries practice in secret in dark caves and high mountains, out of the eye of the common people, and their members only leave for the rare missions ordered by only the most desperate.

Many monks of this tradition are covered in scars - some self-inflicted in their training, and others earned in battle. The monks often use their mystic energies to manipulate these scars, forming them into complex designs and symbols to represent their unique ki powers.

### SANGUINE ARTS

Starting when you choose this tradition at 3rd level, you can use your ki to duplicate the effects of certain spells. As an action, you can spend 2 ki points to cast *bloodburn*, *blood seal*, or *vampire's kiss* without providing material components. Additionally, you gain the *bloodletting* cantrip if you don't already know it. You must still pay the hemomancy costs associated with each spell.

### TOLL OF THE MYSTIC

At 6th level, you gain the ability to convert your life force into ki. As a bonus action on your turn, you can convert your hit points into ki points, with 4 hit points equalling 1 ki point. You can spend a maximum of 12 hit points at any one time, gaining 3 ki points in the process.

### TRANSFUSION

Beginning at 11th level, whenever you score a critical hit with a melee attack or reduce a creature to 0 hit points with one, you regain 1d6 hit points.

### DOMINION OF BLOOD

At 17th level, you can take complete control of a creature by manipulating its blood. When you hit a creature with an unarmed strike, you can spend 3 ki points to attempt to grasp control over that creature. The creature must succeed on a Constitution saving throw or fall under your control.

On every subsequent turn after assuming control, you must use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. If you do not take this action at the start of your turn, the control ends prematurely. This control can last for up to 1 minute.

Each time the target takes damage, it makes a new Constitution saving throw against the effect. If the saving throw succeeds, the effect ends.



# PALADIN OATHS

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

## OATH OF THE GRAVE

The Oath of the Grave is a seldom practised tradition, most commonly reserved for the followers of the Raven Queen. Sometimes called winter knights, black knights, or grave knights, these paladins serve as protectors of the sacred passings into the afterlife. They constantly struggle against the forces of undeath, as they see them as the most unholy abominations that blight this land. They adorn themselves with images of death and winter - skulls, ravens, or similar symbols of their patron gods.

### TENETS OF THE GRAVE

The tenets of the Oath of the grave have been passed down for generations. This oath emphasizes the passing between the warmth of life to the everlasting cold of death, and punishes those that defile this passing with the unholy raising of undead.

**Annihilate the Unholy.** The undead and those who foster them are unholy and wicked. Destroy them before they defile more than they have already.

**Preserve the Righteous.** Death should not come early to those who have led a blessed life. Preserve the righteous, so they may live on without fear.

**Let Souls Pass On.** Every soul deserves its place in the afterlife. When you see a creature forced into undeath, let its soul go free.

**Accept Death.** Death comes to all eventually. Accept it, and you will find a place in the afterlife.

### OATH SPELLS

You gain oath spells at the paladin levels listed.

#### OATH OF THE GRAVE SPELLS

Paladin Level	Spells
3rd	<i>inflict wounds, ice knife</i>
5th	<i>gentle repose, Snilloc's snowball swarm</i>
9th	<i>sleet storm, speak with dead</i>
13th	<i>blight, ice storm</i>
17th	<i>cone of cold, destructive wave</i>

### CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

**Icy Repose.** As an action, you present your holy symbol and speak a prayer against undeath, using your Channel Divinity. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is frozen for 1 minute or until it takes damage.

A frozen creature is affected by the petrified condition until the frozen effect ends, at which point the creature is freed and able to act normally.

**Vow of Death.** As a bonus action, you can utter a vow of death against a creature you can see within 10 feet of you, using your Channel Divinity. You deal an extra 1d6 necrotic damage to the creature whenever you hit it with an attack for 1 minute or until it drops to 0 hit points or falls unconscious.

If a creature under this effect dies, it can't become undead.

### AURA OF PRESERVATION

Starting at 7th level, you and friendly creatures within 10 feet of you have resistance to necrotic damage, and cannot be charmed, frightened, or possessed by undead creatures.

At 18th level, the range of this aura increases to 30 feet.

### SOUL OF DEMISE

By 15th level, your vow of death has become far more persistent. When a creature under the effect of your vow of death dies, that creature cannot be raised from the dead for the next 30 days, outside of using a *wish* spell. Additionally, you can use a bonus action on your next turn to mark a new creature with the vow.

### REAPER OF WINTER

At 20th level, as an action, you can surround yourself with a deathly chill. For 1 minute, swirls of chilling wind surround you in a 30 foot radius.

Whenever an enemy creature starts its turn in the area, the creature takes 10 cold damage and their movement speed is reduced by 10 feet until the start of their next turn.

In addition, whenever a creature dies within the area, you regain 20 hit points.

Once you use this feature, you can't use it again until you finish a long rest.





## ROGUISH ARCHETYPES

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus - not necessarily an indication of your chosen profession, but a description of your preferred techniques.

### SHADOW

Some rogues choose to delve into the intricacies of shadow magic, using its unique powers to enhance their skills in stealth and deception. These rogues are a very diverse subset, from simple thieves to hired killers to highly trained bounty hunters. By learning how to separate their shadow from their body, shadow rogues become difficult to catch and even harder to kill.

#### BONUS CANTRIPS

When you choose this archetype at 3rd level, you gain the *umbraturgy* cantrip and the *dueling shadows* cantrip. Charisma is your spellcasting ability for these spells.

#### SEVERED SHADOW

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to separate your shadow from your body, turning it into a shadowy replica of yourself and then moving it up to 30 feet as part of the same action. On subsequent turns until you reunite with your shadow, you may use your bonus action to move it another 30 feet, up to a maximum of 120 feet away from your current location. While your shadow is separated from you, you no longer cast a shadow. As a bonus action on each of your turns, you may choose to teleport to the location of your shadow, reuniting yourself with it.

Once you use this feature, you can't use it again until you complete a short or long rest.

#### DECEIVING DARKNESS

Starting at 9th level, you have advantage on Dexterity (Stealth) checks if you are in dim light or darkness.

#### SHADOW SIMULACRUM

At 13th level, you gain greater control over your shadow. When your shadow is separated from you, you can also have it perform the Help action as part of the bonus action required to move it, and your shadow can also manipulate objects weighing up to 25 pounds.

#### MASTER OF SHADOWS

When you reach 17th level, you have gained ultimate control over your shadow. When you sever your shadow, it can be separated from your current location by up to 500 feet. Additionally, you no longer have to complete a short or long rest to use the feature again.

# SORCEROUS ORIGINS

Different sorcerers claim different origins for their innate magic. Many variations exist, all stemming from the power of magic.

## DEATHTOUCHED

Your innate magic comes from a past encounter with death. Most often, this origin is traced back to surviving an attack from an undead, such as a vampire's bite, a ghost's possession, or a specter's life drain. Or, it could have originated from an imperfect revival or near-death experience. Regardless of the way you attained this dark magic, it now dictates your life and greatly augments your power.

## GHOSTLY CONCEALMENT

Starting when you choose this origin at 1st level, you gain the ability to conceal yourself from enemies. While in dim light or darkness, you can use your action to become invisible until you move, enter bright light, or use an action, bonus action, or reaction.

## MEMORIES OF THE FALLEN

Also at 1st level, you gain the ability to access the memories of the deceased. By performing a 1 minute ritual on a corpse, you can gain insight into how that creature died. If you already witnessed that creature's death, you instead gain another random memory from that creature. This feature can only be used once per corpse.

## NECROTIC AFFINITY

At 6th level, you learn two Necromancy spells from any class. A spell you choose must be of a level you can cast. Whenever you gain a level in this class, you may choose one of these Necromancy spells and replace it with another Necromancy spell from any class. The chosen spells count as sorcerer spells for you but don't count against the number of sorcerer spells you know.

## INCORPOREAL BODY

Starting at 14th level, you have the ability to become temporarily incorporeal. As a bonus action on your turn, you can spend 2 sorcery points to become incorporeal, gaining resistance to all damage that is not radiant, psychic, or force damage. Additionally, you gain the ability to move through objects while incorporeal as if the object is difficult terrain, and you become immune to the grappled and restrained conditions. Your movement doesn't provoke opportunity attacks for the duration.

The incorporeal effect ends at the start of your next turn. If you are inside an object when the effect ends, you are ejected to the nearest empty space and stunned until the end of your turn.

## POSSESSION

At 18th level, you gain the ability to take control of another creature's body. As an action, you can spend 5 sorcery points to attempt to possess a creature of size large or smaller within 5 ft. of you. That creature must succeed on a Charisma saving throw or be possessed for up to 1 hour. On a success, you then disappear, and the target is incapacitated and loses control of its body. While possessing a creature, you can't be targeted by any attack, spell, or other effect, and you retain your alignment, Intelligence, Wisdom, and Charisma. You otherwise use the possessed target's statistics, but don't gain access to the target's knowledge, class features, or proficiencies.

At the start of each of your turns, if the possessed creature has been damaged at least once since the end of your last turn it can repeat the saving throw, ending the effect on a success. You may also end the effect using your bonus action. A target is immune to Possession for 8 hours after succeeding on the saving throw.





## OTHERWORLDLY PATRONS

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence - not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return.

Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron may view each other as allies, siblings, or rivals.

### THE ARCHLICH

You have made a pact with an archlich, a creature that has existed since the dawn of the last age and holds secrets of arcane magic that have been forgotten for thousands of years. Such a being desires only to expand its own power and influence, only using you as a pawn in its far larger scheme. The liches that are powerful enough to form a pact have existed for many thousands of years, and the many of them were involved in the invention of lichdom itself.

#### EXPANDED SPELL LIST

The Archlich lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

#### ARCHLICH EXPANDED SPELLS

Spell Level	Spells
1st	<i>inflict wounds, ray of sickness</i>
2nd	<i>detect thoughts, Melf's acid arrow</i>
3rd	<i>maim, speak with dead</i>
4th	<i>Evard's black tentacles, vitriolic sphere</i>
5th	<i>cloudkill, contagion</i>

#### ARCANE INVISIBILITY

Starting at 1st level, when you cast a spell of 1st level or higher, you become invisible until the end of the turn.

#### UNDEAD RESILIENCE

Starting at 6th level, you can call upon your patron to bring yourself back from the brink of death. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

Once you use this feature, you can't use it again until you complete a short or long rest.

#### UNDYING FLESH

By 10th level, your body has taken on the attributes of undeath. You have resistance to necrotic damage, and you age at a slower rate. For every 10 years that pass, your body ages only 1 year.

#### SHARED FATE

At 14th level, you can bind yourself to another creature with negative energy. As an action, choose a creature within 30 feet of you. It must make a Wisdom saving throw against your warlock spell save DC. On a failed save, the target's life becomes tethered with your own. Whenever you take damage within the next minute, the tethered creature takes the same amount of damage. At the start of each of its turns, the creature can repeat the saving throw, ending the effect on a success.

You must finish a short or long rest before you can use this feature again.

# ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study.

The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into eight categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

## SCHOOL OF REAWAKENING

As a member of the school of reawakening, you combine the forces of necromancy with the power of conjuration. By transforming the necromantic energies of the creatures you kill into completely new conjurations, you bridge the gap between these two school of magic, creating a hybrid school that combines elements of both Conjuration and Necromancy. As you progress, you learn to shape together ever more powerful conjurations.

### CONJURATION/NECROMANCY SAVANT

Beginning when you select this school at 2nd level, the time you must spend to copy a necromancy or conjuration spell into your spellbook is halved.

### REAWAKEN SOUL

At 2nd level, you gain the ability to store the essence of a creature's soul for later use. You gain a Soul Vial, which can be used to store the soul of a creature that has a CR of less than 1/4 your Wizard level, rounded up. By using a 10 minute ritual on a creature that has died within the last hour, you can store that creature's soul in the vial. If there is already a soul within the vial, then the new soul replaces it.

Once you have a soul contained within your Soul Vial, you can release it to reform that creature. The creature has the same statistics as the creature you gathered the soul from, but it appears slightly translucent and visibly magical. Once formed, the creature lasts for up to 1 hour, and requires your concentration to maintain. The creature is friendly to you and your companions, and obeys your spoken commands (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

Once you form a creature, you can't do so again until you finish a long rest.

### VOLATILE SOUL

Beginning at 6th level, the creatures you create through your Soul Reawaken feature can be used as arcane explosives. When one of the creatures is reduced to zero hit points, it explodes in a burst of necrotic essence.

Each creature of your choice within a 10 ft radius of the exploding creature must make a Dexterity saving throw against your spell save DC. On a failed save, a creature takes 2d6 necrotic damage for every point of that creature's CR. Creatures below CR 1 deal 1d6 necrotic damage. On a successful save, a creature takes half damage.

### CONSUME

Starting at 10th level, you can consume the soul within your Soul Vial to restore hitpoints to yourself. As an action, you may drink the contents of the vial, regaining 1d6 hit points for every point of that creature's CR. This feature cannot restore hitpoints to a creature other than yourself.

### LASTING CREATION

Starting at 14th level, the creature created through your Soul Reawaken feature lasts for up to 8 hours, and no longer requires concentration to maintain.

## SCHOOL OF HEMOMANCY

The School of Hemomancy studies the ancient arcane art of blood magic. As you select this tradition, you learn to manipulate your own life force so that you may manipulate the life force of others. As you progress through this school, you learn how to transform that vital energy into a force of immeasurable power, capable of defeating even the greatest of foes.

### HEMOMANCY SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell with the hemomancy tag into your spellbook is halved

### ARCANE ENDURANCE

Starting at 2nd level when you choose this school, you only need to sacrifice a fraction of your life force to cast Hemomancy spells. When you spend hit points to cast a spell with the hemomancy tag, you gain a number of temporary hit points equal to half the amount spent on the spell. These temporary hit points last for 1 minute.

### DEEPEN WOUND

Starting at 6th level, whenever you hit a creature that is below half their hit point maximum with a spell, that creature takes additional necrotic damage equal to your intelligence modifier.

### IMPROVED ENDURANCE

At 10th level, your ability to cast Hemomancy spells is greatly augmented. When you spend hitpoints to cast a spell with the hemomancy tag, you now gain temporary hit points equal to the total amount spent.

### MASTER OF BLOOD

Beginning at 14th level, you can choose to expend a number of hit points equal to 5 times the spell's level to cast a hemomancy spell without using a spell slot. You still need to provide more hitpoints in order to empower the spell; using this feature only removes the spell slot requirement.



# CHAPTER 3: SPELLS



HIS CHAPTER OFFERS NEW SPELLS FOR many of the classes in the *Player's Handbook*. These spells provide various ways to harness the traditionally “evil” magics: necromancy, blood magic, and shadow magic.

Your DM determines whether these spells are available at character creation, or whether they are discovered in an ancient tomb or library or other storehouse of magical knowledge.

Additionally, this chapter includes rules for a new spell tag: hemomancy. While hemomancy is not a full school of magic, it is still a large section of spells, much like the ritual tag.

## HEMOMANCY

Certain spells included in this supplement have the special tag: hemomancy. Such a spell has an additional cost when it is cast: your own hit points. When you cast a spell with this tag, you must expend a number of hit points during the casting of the spell. The number of hit points you can spend is based on the spell’s level, and is shown in the table below. You may not use temporary hit points to cast hemomancy spells.

### HEMOMANCY SPELL TABLE

Spell Level	Minimum Cost	Maximum Cost
1st	1	10
2nd	4	15
3rd	7	20
4th	10	25
5th	13	30
6th	16	35
7th	19	40
8th	22	45
9th	25	50

When you cast a spell with the hemomancy tag, you must expend a number of hit points that is between the minimum and the maximum amount you can spend. For example, if you are casting a spell of 2nd level, you must expend at least 4 hit points to cast it, though you can choose to expend up to 15 hit points in order to increase the power of the spell.

## SPELL LISTS

The following spell lists show which of the new spells are for a class. A spell’s school of magic is noted in parentheses after its name. If a spell has either a hemomancy or ritual tag, the tag also appears within the parentheses.

## BARD SPELLS

### CANTRIPS (0 LEVEL)

*Dueling shadows* (transmutation)  
*Umbraturgy* (transmutation)

### 1ST LEVEL

*Aura of shade* (illusion)  
*Blackflame* (transmutation)  
*Inflict pain* (necromancy)

### 2ND LEVEL

*Clinging shadows* (transmutation)  
*Dome of night* (transmutation) (ritual)  
*Hand of the grave* (necromancy)

### 3RD LEVEL

*Flicker* (transmutation)

### 5TH LEVEL

*Shadow stride* (conjunction)

### 6TH LEVEL

*Banshee's wail* (necromancy)

### 7TH LEVEL

*Umbral assault* (transmutation)

## CLERIC SPELLS

### CANTRIPS (0 LEVEL)

*Lacerate* (necromancy)  
*Umbraturgy* (transmutation)

### 1ST LEVEL

*Blackflame* (transmutation)  
*Cruorwhip* (necromancy) (hemomancy)  
*Inflict pain* (necromancy)  
*Reaper's scythe* (necromancy)

### 2ND LEVEL

*Blood seal* (necromancy) (ritual) (hemomancy)  
*Hand of the grave* (necromancy)  
*Necromantic burst* (necromancy)

### 3RD LEVEL

*Animate blood* (necromancy) (hemomancy)  
*Beacon of false life* (necromancy)  
*Maim* (necromancy)

### 4TH LEVEL

*Draining thread* (necromancy) (hemomancy)

### 5TH LEVEL

*Bloodcurse* (necromancy) (hemomancy)

### 6TH LEVEL

*Banshee's wail* (necromancy)

### 7TH LEVEL

*Hemoplague* (necromancy) (hemomancy)

### 9TH LEVEL

*Drain life* (necromancy) (hemomancy)

## DRUID SPELLS

### 1ST LEVEL

*Aura of shade* (illusion)

### 2ND LEVEL

*Dome of night* (transmutation) (ritual)

### 4TH LEVEL

*Rary's rapid replication* (transmutation)

### 5TH LEVEL

*Shadow stride* (conjunction)

## RANGER SPELLS

### 1ST LEVEL

*Aura of shade* (illusion)

### 2ND LEVEL

*Dome of night* (transmutation) (ritual)

### 5TH LEVEL

*Shadow stride* (conjunction)

## SORCERER SPELLS

### CANTRIPS (0 LEVEL)

*Bloodletting* (necromancy) (hemomancy)  
*Lacerate* (necromancy)  
*Life thread* (necromancy)  
*Umbraturgy* (transmutation)

### 1ST LEVEL

*Aura of shade* (illusion)  
*Blackflame* (transmutation)  
*Bloodburn* (necromancy) (hemomancy)  
*Cruorwhip* (necromancy) (hemomancy)

### 2ND LEVEL

*Blood seal* (necromancy) (ritual) (hemomancy)  
*Clinging shadows* (transmutation)  
*Necromantic burst* (necromancy)  
*Vampire's kiss* (necromancy) (hemomancy)

### 3RD LEVEL

*Animate blood* (necromancy) (hemomancy)  
*Beacon of false life* (necromancy)  
*Flicker* (transmutation)  
*Tides of blood* (necromancy) (hemomancy)  
*Umbral form* (transmutation)

### 4TH LEVEL

*Draining thread* (necromancy) (hemomancy)  
*Wall of bones* (conjunction)

### 5TH LEVEL

*Bloodcurse* (necromancy) (hemomancy)  
*Shadow stride* (conjunction)

### 6TH LEVEL

*Investiture of shadow* (transmutation)  
*Rain of blood* (necromancy) (hemomancy)

### 7TH LEVEL

*Hemoplague* (necromancy) (hemomancy)  
*Umbral assault* (transmutation)

### 9TH LEVEL

*Drain life* (necromancy) (hemomancy)

## WARLOCK SPELLS

### CANTRIPS (0 LEVEL)

*Dueling shadows* (transmutation)  
*Lacerate* (necromancy)  
*Life thread* (necromancy)  
*Umbraturgy* (transmutation)

### 1ST LEVEL

*Aura of shade* (illusion)  
*Blackflame* (transmutation)  
*Reaper's scythe* (necromancy)

### 2ND LEVEL

*Clinging shadows* (transmutation)  
*Dome of night* (transmutation) (ritual)  
*Hand of the grave* (necromancy)

### 3RD LEVEL

*Beacon of false life* (necromancy)

### 4TH LEVEL

*Wall of bones* (conjunction)

### 5TH LEVEL

*Shadow stride* (conjunction)

### 6TH LEVEL

*Banshee's wail* (necromancy)

### 7TH LEVEL

*Umbral assault* (transmutation)

## WIZARD SPELLS

### CANTRIPS (0 LEVEL)

*Bloodletting* (necromancy) (hemomancy)  
*Dueling shadows* (transmutation)  
*Lacerate* (necromancy)  
*Life thread* (necromancy)  
*Umbraturgy* (transmutation)

### 1ST LEVEL

*Aura of shade* (illusion)  
*Blackflame* (transmutation)  
*Bloodburn* (necromancy) (hemomancy)  
*Cruorwhip* (necromancy) (hemomancy)

### 2ND LEVEL

*Blood seal* (necromancy) (ritual) (hemomancy)  
*Clinging shadows* (transmutation)  
*Dome of night* (transmutation) (ritual)  
*Hand of the grave* (necromancy)  
*Necromantic burst* (necromancy)  
*Vampire's kiss* (necromancy) (hemomancy)

### 3RD LEVEL

*Animate blood* (necromancy) (hemomancy)  
*Beacon of false life* (necromancy)  
*Flicker* (transmutation)  
*Tides of blood* (necromancy) (hemomancy)  
*Umbral form* (transmutation)

### 4TH LEVEL

*Draining thread* (necromancy) (hemomancy)  
*Rary's rapid replication* (transmutation)  
*Rend shadows* (necromancy)  
*Wall of bones* (conjunction)

### 5TH LEVEL

*Bloodcurse* (necromancy) (hemomancy)  
*Ray of fatigue* (necromancy)  
*Shadow stride* (conjunction)

### 6TH LEVEL

*Banshee's wail* (necromancy)  
*Investiture of shadow* (transmutation)  
*Rain of blood* (necromancy) (hemomancy)

### 7TH LEVEL

*Hemoplague* (necromancy) (hemomancy)  
*Umbral assault* (transmutation)

### 9TH LEVEL

*Drain life* (necromancy) (hemomancy)

# SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

## ANIMATE BLOOD

*3rd-level necromancy (hemomancy)*

**Casting Time:** 1 action

**Range:** 10 feet

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

**Duration:** Concentration, up to 1 hour.

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

On each of your turns, you can use a bonus action to 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. The creature takes 4d6 necrotic damage on a failed save, or half 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 1d6 for each slot level above 3rd.

## AURA OF SHADE

*1st-level illusion*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You create a 10-foot radius sphere of shadow magic centered on a point within range. The sphere appears to be an area of swirling shadows and darkness, and is easily identifiable when it is in an area of bright or dim light. The sphere spreads around corners, and each creature within the radius becomes invisible at the start of each of their turns. This invisibility ends if they attack, cast a spell, or leave the area. Anything they are wearing or carrying is also invisible as long as they are within the area of the spell.

## BANSHEE'S WAIL

*6th-level necromancy*

**Casting Time:** 1 action

**Range:** Self (30-foot radius)

**Components:** V, S, M (a strand of banshee hair)

**Duration:** Instantaneous

You release a mournful wail that pierces into the mind of those that hear it. Each creature within 30 feet of you must make a Constitution saving throw. On a failed save, a creature takes 6d8 psychic damage, and falls unconscious. On a success, it takes half damage and suffers no other effect. An unconscious creature wakes up if it takes any damage or if another creature uses its action to shake them awake. A deafened creature automatically succeeds on the save.

## BEACON OF FALSE LIFE

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** Self (30-foot radius)

**Components:** V, S, M (alcohol or distilled spirits)

**Duration:** Concentration, up to 1 minute

Necromantic energy emanates from you in a 30-foot radius area. Until the spell ends, the area moves with you, centered on you. While within the area, you and every creature that you have under your control (such as through an *animate dead* or *conjure minor elementals* spell) gains 2d6 temporary hit points at the start of each of their turns. These temporary hit points last until they leave the area.

## BLACKFLAME

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You choose a flame that you can see within range and that fits within a 5-foot cube. The flame momentarily changes color into a deep black, and then lashes out at surrounding creatures. Each creature within a 10-foot radius of the flame must make a Dexterity saving throw. The creature takes 2d6 necrotic damage and 1d6 fire damage on a failed save, or half damage on a successful one.

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

## BLOODBURN

*1st-level necromancy (hemomancy)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You inflict a burning pain upon yourself, causing another creature that you can see within range to feel an even more excruciating pain as their blood boils. As you cast the spell, you must expend a number of hit points. The creature must then make a Constitution saving throw. On a failed save, the creature takes 2d4 + double the hit points spent as fire damage, and immediately falls prone as they become wracked with pain. On a successful save, the target takes half as much damage and doesn't fall prone.

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

## BLOODCURSE

*5th-level necromancy (hemomancy)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a humanoid heart)

**Duration:** Varies (see below)

You touch a creature's open wound and bestow a curse. As you expend a number of hit points to cast the spell, that creature must succeed on a Wisdom saving throw or become cursed. On both a success or failure, a creature doesn't realize that you attempted to curse them, unless they have some way to detect magic. For the duration of the curse, which is a number of days equal to the amount of hit points spent, the creature can't regain hitpoints. When the creature completes a long rest, they take 4d12 necrotic damage as the curse rots away at their body.

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 1d12 for each slot level above 1st.

## BLOODLETTING

*Necromancy cantrip (hemomancy)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You touch a creature and expend 1 hit point, opening a wound where you touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is below half its hit point maximum. On a hit, the target takes 1d10 necrotic damage. If this damage reduces the target to 0 hit points, you gain temporary hit points equal to the damage dealt. These temporary hit points last for 1 minute.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

## BLOOD SEAL

*2nd-level necromancy (hemomancy) (ritual)*

**Casting Time:** 1 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 expend a number of hit points and the target gains 1d6 + double 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 1d6 additional temporary hit points for each slot level above 2nd.

## CLINGING SHADOWS

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (bat fur)

**Duration:** Concentration, up to 1 minute

You choose an area of dim light or darkness that you can see within range and that fits within a 15-foot cube. Each creature within the area must succeed on Strength saving throw or be restrained by shadows until the spell ends. A creature restrained by the shadows can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

Until the spell ends, you can use a bonus action on each of your turns to cause a tendril of shadow to reach out and grab a creature within 10 feet of the area. The creature must repeat the saving throw. On a failed save, the creature is pulled into the area and becomes restrained.

If the area becomes bathed in bright light, the spell has no effect until the bright light fades.

## CRUORWHIP

*1st-level necromancy (hemomancy)*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

You create a whip out of your own blood in your free hand. By expending 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. The whip has a reach equal to the number of hit points spent, rounded to the nearest 5 feet. On a hit, the target takes 2d8 necrotic damage.

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

## DOME OF NIGHT

*2nd-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (owl feathers)

**Duration:** Concentration, up to 1 minute

You create a 15-foot radius dome of magical darkness that lasts for the duration. A creature with darkvision cannot see through the walls of the dome, and nonmagical light can't illuminate it. The dome is filled with dim light, and the inside of the dome shows an accurate representation of the night sky, including the current location of the stars and moon.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

## DRAINING THREAD

*4th-level necromancy (hemomancy)*

**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 expend a number of hit points. The creature must then succeed on a Dexterity saving throw or take 4d8 + double the hit points spent as necrotic damage. If this damage brings the target to 0 hit points, 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 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

## DRAIN LIFE

*9th-level necromancy (hemomancy)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You open a deep wound on your body, draining the blood of another creature as your own blood leaves your body. As you cast the spell, you must expend a number of hit points. The creature must then make a Constitution saving throw. The creature takes 8d8 + triple the hit points spent as necrotic damage, or half damage on a failed save.

## DUELING SHADOWS

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

Choose two creatures within range that are within 5 feet of each other. Each target must succeed on a Dexterity saving throw or take 1d4 necrotic damage as their shadows lash out at each other. If one of the creatures moves before the start of your next turn, both targets must repeat the saving throw as the shadows lash out again, dealing another 1d4 necrotic damage.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

### FLICKER

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (displacer beast fur)

**Duration:** Concentration, up to 1 minute

Your body begins to flicker in and out of existence as shadow magic envelops you. For the duration of the spell, you can use your bonus action to teleport 5 feet. Additionally, when you are targeted by an attack you can use your reaction to attempt to teleport out of harm's way. Roll a d20. On a roll of 11 or higher, the attack automatically misses, and you teleport 5 feet. Otherwise, the attack still hits and you teleport 5 feet shortly after.

### HAND OF THE GRAVE

*2nd-level necromancy*

**Casting Time:** 10 minutes

**Range:** 10 feet

**Components:** V, S, M (hand of a humanoid)

**Duration:** 24 hours

When you cast this spell, you bury a humanoid hand into a patch of loose earth at least 5 feet in diameter to conceal it. The area is nearly undisturbed and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

The hand animates when a medium or smaller creature walks over the area of earth. You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the spell could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the spell, such as those who say a certain password.

When the hand animates, it attempts to grab whatever creature triggered it. That creature must succeed on a Dexterity saving throw or become restrained as it is pulled into the earth. When the creature is pulled into the earth, it has total cover and begins suffocating. At the start of each of its turns, the creature can repeat the saving throw. On a successful save, the creature escapes and the hand retracts back into the ground.

### HEMOPLAQUE

*7th-level necromancy (hemomancy)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, (a poison or venom)

**Duration:** Concentration, up to 1 minute

You infect a portion of your blood and splash it on creatures within range. As you cast this spell, you must expend a number of hit points, allowing you to target 1 creature for every 5 hit points spent. Each creature must make a Constitution saving throw. On a failed save, the target takes 6d8 necrotic damage and is also infected for the duration. On a success, the target takes half damage and suffers no additional effect. An infected target is poisoned, can't regain hit points, and whenever they take bludgeoning, piercing, or slashing damage, they take an

additional 2d8 necrotic damage as they bleed profusely. A creature can repeat the saving throw at the start of each of its turns to end the effect.

### INFILCT PAIN

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You attempt to touch a creature, inflicting them with negative energy and racking them with excruciating pain. Make a melee spell attack against the target with advantage. On a hit, the target takes 1d10 necrotic damage and becomes incapacitated with pain until the start of your next turn.

### INVESTITURE OF SHADOW

*6th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

Until the spell ends, shadows swirl around you, and you gain the following benefits:

- At the start of each of your turns, you turn invisible. If you attack or cast a spell, this invisibility ends.
- You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.
- You can use your action to create a 15-foot radius sphere of magical darkness centered on a point you can see within 60 feet of you, as per the darkness spell. This darkness lasts for the duration, or until you activate this ability again.

### LACERATE

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

Two bolts of necrotic energy shoot from your fingertips towards a single creature within range. Make two ranged spell attacks against the target. On a hit, the target takes 1d4 necrotic damage. If both bolts hit the target, then the target's hit point maximum is reduced by an amount equal to the necrotic damage it took. The target's hit point maximum returns to normal after 10 minutes.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

### LIFE THREAD

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, M (a red or black thread)

**Duration:** Concentration, up to 1 minute

You create a binding thread that ties your soul to the soul of creature within 5 feet of you. If either you or the creature moves more than 5 feet away from the other, the creature that moved takes 2d6 necrotic damage.

The spell's damage increases by 2d6 when you reach 5th level (4d6), 11th level (6d6), and 17th level (8d6).

## MAIM

3rd-level necromancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (flake of skin or bone from an undead)

**Duration:** Instantaneous

You touch a creature, transferring a virulent disease into their body. The target must make a Constitution saving throw. On a failed save, it takes  $8d6$  necrotic damage, or half as much damage on a successful save. The damage can't reduce a target's hit points below 1. If the target fails the saving throw, it can't gain hit points for 1 hour. Any effect that removes a disease allows a creature to remove the secondary effect.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by  $2d6$  for each slot level above 3rd.

## NECROMANTIC BURST

2nd-level necromancy

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You cause the corpse of a creature to explode into a burst of necrotic energy. Choose a corpse within range. The creature and everything it is wearing and carrying, except magic items, are reduced to black dust. The creature can be restored to life only by means of a *reincarnate*, *true resurrection*, or a *wish* spell. Each creature within 5 feet of the target must succeed on a Dexterity saving throw or take  $2d10$  necrotic damage.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by  $1d10$  for each slot level above 2nd.

## RAIN OF BLOOD

6th-level necromancy (*hemomancy*)

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You draw out your blood, turning it into rain that pours down over a 30-foot radius area. As you cast this spell, you must expend a number of hit points. A creature that starts its turn within the rain must make a Dexterity saving throw. On a failed save, a target takes  $4d6 +$  half the number of hit points spent as necrotic damage, and its movement speed is slowed by 5 feet for the duration of the spell. On a success, the target takes half damage and is not slowed. The slow can stack with itself, but it cannot reduce a creature's speed below half.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the damage increases by  $1d6$  for each slot level above 6th.

## RARY'S RAPID REPLICATION

4th-level conjuration

**Casting Time:** 1 action

**Range:** 20 feet

**Components:** V, S, (a poison or venom)

**Duration:** Concentration, up to 10 minutes

You transform up to ten bats, rats, or ravens, three quippers, five insects, or one poisonous snake within range into a swarm made out of shadowstuff for the duration. Each creature becomes a swarm, as described in the monster manual.

Each creature obeys your verbal commands, and in combat, they act on your turn each round. The DM has the statistics for these creatures and resolves their actions and movement.

A creature remains a swarm for the duration, until it drops to 0 hit points, or until you use an action to dismiss the effect on it.

## RAY OF FATIGUE

5th-level necromancy

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You cause a creature of your choice to be overtaken by exhaustion. The creature must make a Constitution saving throw. On a failed save, the creature gains a level of exhaustion. On a successful save, the creature suffers no effect and the spell ends. At the start of each of their turns, the creature must repeat the saving throw. It gains a level of exhaustion on a failed save, and the spell ends on a successful one.

## REAPER'S SCYTHE

1st-level necromancy

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a piece of a scythe blade)

**Duration:** 1 minute

You create a scythe out of necrotic energy in your free hands. The scythe is a large weapon, requires both hands to wield, and lasts for the duration. If you let go of the scythe, it disappears, but you can conjure it again as a bonus action.

You can use your action to make a melee spell attack with the scythe. On a hit, the target takes  $1d12$  necrotic damage. If this damage reduces the target to 0 hit points, you regain a number of hit points equal to the damage dealt.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by  $1d12$  for each slot level above 1st.

## REND SHADOWS

4th-level necromancy

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Choose up to 4 creatures within range. Each creature has their shadow forcibly ripped from their body, conjuring a shadow in an unoccupied space next to them. As long as the shadow is separate from their body, they do not cast a shadow. A shadow created through this spell reforms with its host when it drops to 0 hit points or when the spell ends, and it disappears if its host dies.

The shadows seek only to attack the creature they were separated from, and disappear when that creature is killed. Roll initiative for the shadows as a group, which has its own turns. They spend their turns attacking their host, without any thought for strategy or tactics.

The DM has the creature's statistics.

**At Higher Levels.** When you cast this spell using certain higher level spell slots, you can target more creatures: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

## SHADOW STRIDE

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You gain the ability to blink from one shadow to another. When you are in dim light or darkness, you can use 5 feet of movement to teleport up to 120 feet to an unoccupied space you can see that is also in dim light or darkness.

You can use this teleportation ability twice per round for the duration.

## TIDES OF BLOOD

*3rd-level necromancy (hemomancy)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You draw out your own blood as well as the blood of corpses within range. You may choose to expend a number of hit points, and you may also gain the hit points needed from corpses within range. Each corpse that has a hit point maximum greater than or equal to 5 gives 5 hit points towards the casting of this spell, and then cannot be used to cast this spell again.

As a bonus action on your next turn, you release the blood. Each creature in range must make a Dexterity saving throw. On a failed save, they take  $5d10 +$  the number of hit points spent as necrotic damage. On a success, they take half damage.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

## UMBRAL FORM

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a wisp of smoke)

**Duration:** Concentration, up to 1 hour

You transform a willing creature you touch, along with everything it's wearing and carrying, into an animated shadow for the duration. The spell ends if the creature drops to 0 hit points.

While in this form, the target's only method of movement is a walking and climbing speed of 30 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws, and it has advantage on Dexterity (Stealth) checks. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains stuck to the ground even when stunned or otherwise incapacitated.

While in the shadowy form, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

## UMBRATURGY

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V

**Duration:** Concentration, up to 1 hour

You compel shadows to create one of the following effects at a point you can see within range:

- The shadow of a creature or object changes size or shape, up to a maximum of double or half its normal size. This effect lasts for up to 1 minute, or until it moves.
- You cause shadows to conceal a creature in dim light or darkness, giving them advantage on their next Dexterity (Stealth) check within the next minute as long as they remain in the dim light or darkness.
- A creature or object's shape becomes either harder or softer, making its form either easier or harder to discern from the shape of the shadow. This effect lasts for up to 1 hour.

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

## UMBRAL ASSAULT

*7th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a wisp of smoke)

**Duration:** Instantaneous

You target a creature within range. The shadows of creatures within 5 feet of the target then turn against the first creature, attacking them from all sides. The target must make a Dexterity saving throw. The creature takes  $3d6$  damage for every creature within 5 feet of it, up to a maximum of  $24d6$  on a failed save, or half damage on a successful one.

## VAMPIRE'S KISS

*2nd-level enchantment (hemomancy)*

**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 expend 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 a number of hours equal to the number of hit points spent or until 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.

## WALL OF BONES

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a wisp of smoke)

**Duration:** Instantaneous

A wall of writhing bones and skeletons springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of three 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). Any creature that starts its turn next to a wall must make a Dexterity saving throw or take  $1d8$  bludgeoning damage and become restrained. The creature can repeat the saving throw at the start of each of its turns, taking the same damage on a failure or freeing itself on a success.

The wall is an object that can be damaged and thus breached. Each panel has AC 10 and 20 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it.