

# BLOOD MAGIC

A 5TH EDITION WIZARD TRADITION

*Joshua Ragnack*







# BLOOD MAGIC

## *5th Edition Supplement*

### DESIGN

Joshua Raynack

### EDITING

Cameron Guill

### ART

Dusan Kostic  
Wizards of the Coast

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[www.apg-games.com](http://www.apg-games.com)  
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[www.obsidiandawn.com](http://www.obsidiandawn.com)  
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## BLOOD MAGIC

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

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

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

This is often a misperception. Blood mages may not confine themselves to the laborious task of scribing spells, but will instead focus that energy into a structured dance or exercise. This deliberate movement of the body increases the flow of blood and intertwines its power with the Weave.

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

**RELIGION** A myriad of gods have blood magicians as worshippers. While secret wizard covens, consumed with bloodlust, might venerate Bhaal, the few that see injury and death as a part of life may look toward Kelemvor. On the other hand, those that travel the dark path of blood magic often seek ancient remnants ascribed to Jergal. Blood mages that revere the Pitiless One ignore his now contemporary role as a servant to Kelemvor. These adventurers instead hunt the ruins of Netheril for forgotten rituals that promise to bind their blood to the Weave.

**BACKGROUNDS** Blood mages that spend years in seclusion investigating foreboding ruins often live as a hermit. Many learn dance and acrobatics to better shape and control circulation within the body. Some might spend some of their early life amongst soldiers to pursue the art of battlefield medicine or understand the circulatory system from those slain in conflict.

**RACES** Human wizards, with such short life spans in comparison to other races, seek to understand the nature of life and death, therefore enticed to learn blood magic. While elves lack the physical build as well as disdain such arcane practices, half-elf blood mages relish the opportunity to forge their own path between human tradition and elven heritage.



# ARCANES TRADITION

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

## BLOOD MAGIC

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

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

**BLOOD SAVANT** When you select this arcane tradition at 2nd level, you become proficient in the Medicine skill.

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

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

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

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

### BLOOD POOL

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

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

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

When you gain a level in the wizard class, you can choose one of the blood rites you know and replace it with another blood rite that you can learn.

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

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

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

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

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

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

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

### VARIANT RULE: BLOOD COMPONENT

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

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

## BLOOD RITES

The blood rites are in alphabetical order.

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

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

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



than 4th and must meet the minimum level required to cast the spell.

### CASTING A SPELL

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

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

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

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

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

**Staunch the Wound.** When you start your turn with 0 hits points, you can spend 1 blood point to become stable.



# SORCEROUS ORIGIN

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

## BLOODLINE SORCERY

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

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

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

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

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

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

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

**Life Spark save DC** = 8 + your proficiency bonus + your Charisma modifier.

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

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

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

**Dragon.** You can expend a dragon life spark to gain an advantage on your next saving

throw. This advantage lasts until the end of your next turn.

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

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

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

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

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

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

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

### VARIANT: BLOODLINES WITH GREAT LINEAGE

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

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

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

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

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

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



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

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

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





# FIGHTER ARCHETYPE

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

## BLOOD THRALL

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



Artwork: Dusan Kostic



# MAGIC ITEMS

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

## BLOOD-DREADER

*Weapon (any sword), rare (requires attunement)*

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

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

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

## BLOOD LEECH

*Weapon (any sword), uncommon (requires attunement)*

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

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

## POTION OF CRUOR

*Potion, varies*

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

### POTIONS OF CRUOR

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

## SANGUINE BLADE

*Weapon (any sword), rare (requires attunement)*

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

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

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

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

