



# BLOOD MAGIC ORIGIN



**FURIEL V. LUNA**

A sorcerer who sacrifices their otherworldly blood to cast spells and summon monsters  
The blood magic origin is a new sorcerer subclass  
for the world's greatest roleplaying game

# SORCERER

## SORCEROUS ORIGIN

### BLOOD MAGIC

You were consummated during a blood ritual with an ancient entity, infusing your blood with a dark power that connects you to an otherworldly source of magic.

This power allows you to sacrifice your blood by cutting yourself and covering your hand or face with your blood in order to produce magic, causing a birthmark to appear over your heart and pulse with darkness. As the magic appears, your eyes fill with the void, blackening your veins, and turning your skin pale and ghostly.

### BLOOD MAGIC FEATURES

Sorcerer Level	Feature
1st	Blood Magic, Blood Magic Spell List
6th	Bloodstained Sorcerer
14th	Sanguine Golem
18th	Bloody Tough

### BLOOD MAGIC

Starting at 1st level, you gain one Eldritch Invocation from the Warlock's Optional Feature list, if you meet the prerequisite.

Additionally, Blood Magic spells you learn can be cast without material components to produce the spell, but hit points lost due to Blood Magic cannot be mitigated, healed, transferred, or regained until after a long rest.

At 7th level, you can cast any cantrip as a bonus action and at the cost of 1 hit point using Blood Magic.

At 11th level, you can use your Blood Magic to regain sorcery points. As your action, you sacrifice your blood to regain your sorcery points at the cost of 1d4 hit points per sorcery point you wish to regain.

At 17th level, you can cast any spell you know at a cost of 1d4 hit points per spell level using Blood Magic without expending a spell slot.

### BLOOD MAGIC SPELL LIST

You learn Blood Magic spells from the following spell list as you gain sorcerer levels. These spells count as sorcerer spells for you, but they don't count against the number of spells you know and they can't be replaced when you gain a level.

Additionally, when your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the Warlock's spell list or the Sorcerer's spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

You can cast any Blood Magic spell once per short or long rest.

### BLOOD MAGIC SPELLS

Sorcerer Level	Spells
1st	<i>Detect Magic, Find Familiar</i>
3rd	<i>Blindness/Deafness, See Invisibility</i>
5th	<i>Dispel Magic, Speak with the Dead</i>
7th	<i>Death Ward, Greater Invisibility</i>
9th	<i>Planar Binding, Raise Dead</i>
11th	<i>Planar Ally (Deathpact Angel)</i>

### BLOODSTAINED SORCERER

At 6th level, your touch can corrupt a holy symbol or tangible source of spellcasting focus for 1 hour.

Additionally, you gain one more Eldritch Invocation from the Warlock's Optional Feature list, if you meet the prerequisite.

Lastly, if you or a creature are plagued by disease, sickness, or poison, you can cleanse the blood of illness and transfer it to a corpse or willing creature with your touch.

### SANGUINE GOLEM

At 14th level, you can raise a **Sanguine Golem**. You touch a slain creature and channel your blood into it as long as it is not an undead or construct. The touched creature is then raised as a sanguine golem.

Additionally, when you cast a spell with a range of touch, your golem can deliver the spell as if it had cast the spell. Your golem must be within 500 feet of you, and it must use its Reaction to deliver the spell when you cast it. If the spell requires an Attack roll, you use your Spell Attack modifier.

When you raise a sanguine golem, you have a telepathic bond with it and it obeys your commands for 1 hour, at which point it devolves into blood and is absorbed into the ground.

You can only have one sanguine golem summoned at a time. Your golem functions on its own initiative and on its own turn, if it dies, it cannot be raised again in any way, and you can then create a new sanguine golem.

### BLOODY TOUGH

Starting at 18th level, you gain a final Eldritch Invocation from the Warlock's Optional Feature list, if you meet the prerequisite.

Additionally, you gain advantage on all concentration saves and the maximum damage you can take from any one successful attack is equal to half your current maximum hit points.

Lastly, while your sanguine golem is summoned and under your control, its resistances and immunities are conferred to you as well.

## METAMAGIC

### Additional Infernal Options

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#### ADVANTAGE SPELL

When you cast a spell, you can spend 2 sorcery points to cast the spell with advantage.

#### BLAST SPELL

When you roll damage for a spell, you can spend 1 sorcery point per additional damage die you wish to increase the spell's roll for damage by, but the spell's maximum range is reduced by 10 feet per sorcery point when you cast the spell in this manner.

#### DISCASING SPELL

When you cast a spell against a creature, you can spend sorcery points equal to the number you wish to lower the creature's AC before the spell attack hits.

#### FRIGHTENING SPELL

When you cast a spell that does not force a creature to make a saving throw to resist its effects, you can spend 2 sorcery points to force all creatures hit or affected by the spell to make a Wisdom saving throw or become frightened.

If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the effect ends for that creature.

#### INFERNAL HERALD SPELL

When you make an attack against a creature with a spell, you can summon a fiend with a CR equal to the sorcery points you wish to spend for one turn. You can spend additional sorcery points to keep the fiend summoned for additional turns at a ratio of 1:1. The fiend is hostile to all creatures near it while summoned and only appears next to the creature hit by the spell attack if the attack was successful.

#### INVISIBLE SPELL

When you cast a spell, you can spend 1 sorcery point to make the spell invisible from sight until its effects are triggered or its attack hits.

#### PURE MAGIC SPELL

You can spend 1 sorcery point to change the damage type of your spell to Force damage.

You can use Pure Magic Spell even if you have already used a different Metamagic option during the casting of the spell.

## SANGUINE GOLEM

### Large construct, unaligned

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**Armor Class** 16 (natural armor)

**Hit Points** 210 (20d10 + 100)

**Speed** 30 ft. burrow 10 ft. climb 20 ft. swim 60 ft.

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STR	DEX	CON	INT	WIS	CHA
20(+5)	10(-0)	20(+5)	7(-2)	10(-0)	5(-3)

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**Damage Immunities** poison

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite or silvered

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 10 (5,900 XP)

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**Berserk.** Whenever the golem starts its turn with 100 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points. If the golem's creator is within 60 feet of the berserk golem, the creator can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 100 hit points or fewer, the golem might go berserk again.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

### ACTIONS

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**Multiattack.** The golem makes two attacks.

**Blood Claw.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 24 (4d8 + 6) slashing damage.

**Blood Spear.** Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 10 (1d8 + 5) piercing damage, or 16 (2d8 + 5) piercing damage when used with two hands to make an attack.