

5e

BLOOD MAGIC



52-IN-52

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5e Compatible

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BLOOD MAGIC

Blood magic pulls from the magic that flows through the blood of every living creature. Although sorcerers are most famous as those who turn the power hidden in their blood into magic, other spellcasters can use this power as well. Most of these spells utilize or change a body's hemorrhaging life force—either that of the caster or of the caster's target—and therefore are necromancy or transmutation spells. But blood magic is flexible and fits into many different schools.

HEMORRHAGE TRAIT

Many of the spells presented in this product have the Hemorrhage trait. These spells usually have an effect below the expectations of the spell's level, but this effect increases if the caster is bleeding when the spell is cast. You are bleeding if you aren't at a full hit points and you've taken piercing or slashing damage in the past hour. The spell description designates these effects with "If you are bleeding..." before presenting the additional effects.

To gain greater control of their bleeding, casters who dabble in blood magic often learn the *bit of blood* cantrip and use it to ensure the steady stream of blood necessary to empower their spells. That such spellcasters would so carelessly spill their own blood for more powerful magic makes them seem reckless in many people's eyes.

SPELL DESCRIPTIONS

BIT OF BLOOD

Necromancy cantrip

Classes bard, cleric, druid, sorcerer, warlock, wizard

Casting Time 1 bonus action

Range Touch

Components S

Duration Instantaneous

One willing creature you touch takes 1d2 piercing damage. This spell has no effect on creatures that don't have blood.

BLOOD BOLTS

2nd-level necromancy (hemorrhage)

Classes sorcerer, warlock, wizard

Casting Time 1 action

Range 60 feet

Components V,S

Duration Instantaneous

Three bolts of blood streak from your body to slam into targets within range. You can launch them at one target or several. Make a ranged spell attack for each bolt. On a hit, the target takes 2d4 bludgeoning damage. If you are bleeding, each bolt instead deals 2d6 damage and you can shape the bolts to deal your choice of bludgeoning damage or piercing damage, and you can knock out targets you reduce to 0 hit points rather than killing them.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional bolt for each slot level above 2nd.

BLOOD MIMIC

3rd-level divination (hemorrhage)

Classes bard, sorcerer, warlock, wizard

Casting Time 1 minute

Range Touch

Components V,S

Duration Concentration, up to 10 minutes

When you cast this spell, you touch a drop of unattended blood or a bloodstain. A crude effigy no more than 2 inches tall rises from it. This effigy has rough, uneven features; although it is the same general shape of the creature that shed the blood (humanoid, quadruped, or so on), its features aren't sufficiently detailed to provide much information about the creature's identity. The effigy has a mystical connection to the creature from which the blood originated, and its movements mimic those the creature is currently taking. If the creature that shed the blood is currently reading a book, for example, the effigy mimics looking at something in its hands and occasionally makes motions as though turning a page. If it is currently sleeping, the effigy

BLOOD MAGIC

lies in place but makes minor movements to indicate that it's breathing, turning in its sleep, or similar. If the creature is currently moving, the effigy merely moves in place; it doesn't venture more than a foot or so from where it was brought into being. At the end of the spell, the effigy collapses back into a blood drop or bloodstain once again.

If the creature from which the blood originated is on a separate plane, you are aware of this when you cast the spell and the spell immediately ends.

If the creature from which the blood originated is dead, you are aware of this when you cast the spell and the spell usually ends—but not if the creature is (or has since become) undead. In this case, the effigy of the slain creature appears, mimicking the motions of the undead the once-living creature has become.

If the effigy takes any damage, it is immediately destroyed and the spell ends.

If you are bleeding when you start cast this spell, you can mix a drop of your blood with that of the effigy to gain additional information at the spell's conclusion. When the spell ends (other than ending prematurely because the creature is on another plane or dead, or because the effigy took damage), the effigy momentarily points in the direction of the creature's current location before collapsing.

BLOOD OATH

5th-level enchantment (hemorrhage)

Classes cleric, sorcerer, warlock, wizard

Casting Time 10 minutes

Range Touch

Components V,S

Duration 1 week

You and the other target creature make promises to one another and swap blood, most commonly in a handshake after you have each made a cut on your palm or with a kiss after you have each cut your lip. Your promise must be to take a specific action (such as to rescue settlers kidnapped by ogres from a farmhouse or to carry a specific burden to a named city). Although it is common for you and the other target creature to make the same promise, this isn't a requirement; you need only clearly voice your promises to each other.

Dispel magic doesn't remove a blood oath; only a *remove curse*, *greater restoration*, *wish*, or more powerful magic ends it. You can't end *blood oath* early; the spell creates a binding promise.

During the spell's duration, a target creature may remember its oath to reroll an ability check, attack roll, or saving throw made in support of its sworn promise (such as an attack roll against the ogres or a Dexterity (Stealth) check to sneak up on them). This takes no action, but the creature must choose to do it before learning the results of the first roll. The creature must take the result of the second roll, even if it is worse. The creature can do this again after finishing a long rest.

If a target fails to work towards its sworn promise for 12 consecutive hours, even for reasons outside of its control, the oath is deemed abandoned. The target who abandoned its oath has disadvantage on all ability checks for the remainder of *blood oath's* duration, and this effect can only be removed by *wish* or similarly powerful magic. The other target is immediately aware that the promise has been abandoned.

If both you and the target have abandoned your promises, the penalties become more severe: you have disadvantage on all ability checks, attack rolls, and saving throws for the spell's remaining duration (instead of just ability checks).

A creature can only be subject to a single *blood oath* at one time, and the spell has no effect unless you and the other target creature both have blood.

BLOOD TO TAR

4th-level transmutation (hemorrhage)

Classes sorcerer, warlock, wizard

Casting Time 1 action

Range 60 feet

Components V,S, M (a bit of tar)

Duration Instantaneous

You transform the blood of a creature you can see within range into hot, sticky tar that burns its body and slows its movements. The target must make a Constitution saving throw. The target takes 8d8 fire damage on a failed save, or half as much damage on a successful one. On a failed saving throw, the creature continues to burn internally. At the start of each of its turns, the creature takes 1d6 fire damage and can then make another Constitution saving throw, ending the effect on itself on a success.

If you are bleeding, the creature suffers one level of exhaustion, but recovers this level of exhaustion as soon as it succeeds at the saving throw to quench the internal fire.

This spell has no effect on creatures that don't have blood.

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

BLOODQUAKE

2nd-level necromancy (hemorrhage)

Classes druid, sorcerer, warlock, wizard

Casting Time 1 action

Range Self (10-foot radius)

Components V,S

Duration Instantaneous

You send out waves of energy that cause blood to violently shake. Each creature other than you in the area must make a Constitution saving throw. On a failed save, a creature takes 2d6 bludgeoning damage. Bloodsucking creatures (like stirges) that are attached to any creature in the area are automatically detached, regardless of whether they are otherwise affected by the spell.

If you are bleeding, increase the damage of this spell to 2d8, and a creature that fails its save also automatically fails Strength and Dexterity saving throws for 1 round.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each spell slot above 2nd (or, if you are bleeding, by 1d8 for each spell slot above 2nd).

BLOOD-SOAKED ARMAMENT

3rd-level transmutation (hemorrhage)

Classes sorcerer, warlock, wizard

Casting Time 1 action

Range Touch

Components V,S

Duration Concentration, up to 10 minutes

You touch a nonmagical melee weapon. The weapon becomes magically sheathed in a slick film of blood and flicks droplets of blood when swung. The weapon gains an additional effect whenever a creature critically hits with it, based on the type of damage it deals.

Bludgeoning: The blood spatters on the creature's body. For the next minute, or until the blood is washed off with vigorous scrubbing, you can take an action to sense the creature's location, as long as it is within 1,000 feet of you. If the creature is moving, you know the direction of its movement. If the creature is

in a different form, such as being under the effects of a *polymorph* spell, you can't locate the creature, and you can't locate the creature if running water at least 10 feet wide blocks a direct path between you and the creature. If you are bleeding, the duration of this effect increases to 10 minutes.

Piercing: The blood injected into the creature's body with the weapon's stabbing surface invades its body. The creature must make a Constitution saving throw against your spell save DC or become poisoned for 1 round. If you are bleeding, the creature has disadvantage on this Constitution save.

Slashing: The blood keeps the wound from closing or clotting. If the creature has regeneration, the amount of hit points it recovers in the next round is reduced by half. If you are bleeding, instead halve any hit points the creature regains from any source for 1 round.

CONJURE STIRGE

2nd-level conjuration (hemorrhage)

Classes druid, sorcerer, warlock

Casting Time 1 action

Range 60 feet

Components V,S

Duration Concentration, up to 1 hour

You summon forth blood that coalesces into the form of a crimson stirge. This being has the statistics of a stirge but is resistant to piercing and slashing damage from nonmagical weapons. The stirge appears in an unoccupied space you can see within range. It disappears when it drops to 0 hit points or when the spell ends.

The stirge is friendly to you and your companions. The stirge has its own turns and, when in combat, acts on its own initiative roll. The stirge obeys and verbal commands you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise takes no actions.

If you are bleeding, the stirge is made of up your blood and you have a special connection to it. During the spell's duration, you can take an action to see through the stirge's eyes as though you were in the same location as it is, but for 1 round after you do, the stirge can take no action other than to stand or hover in place.

BLOOD MAGIC

FLAVORLESS BLOOD

1st-level abjuration

Classes druid, sorcerer, warlock

Casting Time 1 action

Range 30 feet

Components V,S

Duration Concentration, up to 1 hour

A creature of your choice that you can see has its blood become magically bland and off-putting. Other creatures can't sense or drink the target's blood, and the target can't be affected by abilities that do so (such as a shark's blood frenzy or a stirge's blood drain) automatically fail.

This spell has no effect on creatures that don't have blood.

MAGNETIZE BLOOD

3rd-level transmutation

Classes sorcerer, wizard

Casting Time 1 action

Range 120 feet

Components V,S, M (a few iron filings)

Duration Concentration, up to 1 minute

This spell magically magnetizes iron in the target's blood. The target's blood becomes attracted to itself, slowing the target's momentum considerably and making moving its limbs away from its torso very difficult. The target must succeed on a Strength saving throw or be affected by this spell for the duration. The target's speed is halved, it takes a -2 penalty to AC and to Dexterity saving throws, and it can't use reactions. If the target is wearing armor made of metal, it can't remove the armor while the spell is in effect. At the start of each of its turns, the creature must make another Constitution saving throw or take 2d6 piercing damage from internal bleeding and has disadvantage on attack rolls.

This spell has no effect on creatures that don't have blood.

SANGUINARY SHIELD

3rd-level abjuration (hemorrhage)

Classes sorcerer, wizard

Casting Time 1 bonus action

Range Self

Components V

Duration 1 round

Blood pours from your body to form a floating shield that intercepts attacks against you. You have a +2 bonus to your AC. The shield erupts in a tendrils of entangling blood against melee attacks that get past it; if you are hit by a melee attack, the attacker must succeed on a Strength saving throw or be restrained for 1 minute. To break out, a restrained creature can make a Strength check against your spell save DC. On a success, the creature escapes and is no longer restrained by the blood tendrils.

If you are bleeding, the *sanguinary shield* automatically deflects physical ranged attacks the size of a spear or smaller, such as arrows, bolts, and javelins.

TOWERS OF GORE

9th-level conjuration (hemorrhage)

Classes druid, sorcerer, wizard

Casting Time 1 action

Range 500 feet

Components V, S

Duration Instantaneous

Towers of semi-congealed blood erupt from surfaces in the area, strong enough to lift creatures into the air and splashing the area with viscous blood. The DM might determine additional effects from this sudden profusion of blood, such as drawing the attention of sahuagins, vampires, or other creatures attracted to blood. The entire area becomes difficult terrain until the blood naturally dries, usually over the course of several days.

You can choose for up to four towers of blood to rise from 10-foot squares in the area. These blood towers ascend up to 60 feet in height, stopping if they hit a structure or ceiling. Each creature on a tower when it stops rising must succeed at a Dexterity saving throw or fall off the nearest edge, taking falling damage as appropriate. Creatures atop a tower that hits a structure or ceiling automatically fall off. The towers then quickly descend, depositing any creatures that didn't fall off of them back onto the ground in the same space they were when lifted.

If you are bleeding, you can choose to have any or all of the towers collapse with supernatural force. Each creature on or adjacent to a collapsing tower of blood must make a Dexterity saving throw. A creature takes 30d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature on or adjacent to multiple towers takes this damage only once.

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