



INANIMIS' SORCEROUS ORIGIN SANGUIMANCY

WITH UNIQUE SORCERER SPELLS

**A detailed Sorcerous Origin for the Sorcerer Class
along with 9 unique spells (Level 1-9 spells)**



SORCEROUS ORIGIN: SANGUIMANCY WITH UNIQUE SORCERER SPELLS



pellcasting is a big part of D&D. In that sense, I wanted to add a bit more spice to one of the most heavy spellcasting class, the Sorcerer. This Sorcerous Origin, named *Sanguimancy* is the art of manipulating the powers of blood to harm your foes or protect yourself. In this homebrew I also include 9 unique spells for the Sorcerer.

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SORCEROUS ORIGIN: SANGUIMANCY

Sanguimancy, is an ancient and dangerous form of sorcery. This mystical but forbidden theurgy is used to cast spells, enchantments and even curses through blood, the very bodily fluid which is the potent force as well as the essence of life in the working of magic. When you choose Sanguimancy as your *Sorcerous Origin* at level 1, you are granted features at 1st level and again at 6th, 14th and 18th level.

Also, I have created unique spells for a Sorcerer of Sanguimancy since the Sorcerer does not have their own spells. You will find the spells below

IRON VEINS

Beginning when you select this *Origin* at 1st level, after a *Long Rest* you gain *Temporary Hit Points* equal to your *Sorcerer* level.

BLOODCRAFT

Beginning when you select this *Origin* at 1st level, by tasting even a single drop of blood you can tell the type of creature it belongs to (for example Elf, Fiend, Orc, Monstrosity). You also gain the cantrip *Blood Shot*. This cantrip does *not* exist in the PhB and is described below.

BLOOD SHOT

Cantrip *sanguimancy*

Casting Time: 1 action

Range: 30 ft

Components: S, M (your blood)

Blood erupts from your veins, violently escaping your body and forms a number of needles that attack an enemy of your choice within range. You suffer a 1d4, 1d6, 1d8, 1d10 or 1d12 damage. You create a number of blood needles equal to your *Proficiency Bonus*. Each needle deals as much damage as you suffered when using *Blood Shot*. You roll one ranged spell attack for all the blood needles.

HAEMATOSPHERE

Starting at 6th level, you can use your *Reaction* to create a shield of blood around you. You suffer 1d4 damage and add the damage suffered to your *Armour Class* until the start of your next turn. When you reach level 10 the *Armour Class* you get is doubled.

BLOOD HUNT

Beginning at 14th level, after a successful spell attack you can choose to absorb half the damage you dealt and gain it as *Temporary Hit Points*. You can use *Blood Hunt* two times per *Long Rest*. Also, you have *Advantage* on any skill checks you make to track down a creature that is wounded.

SANGUINE'S RECOVERY

Starting at 18th level, when you kill a creature you can use a *Reaction* to absorb their blood. Doing so grants one of the following three effects (you choose which):

- You regain a spell slot. The spell slot's level is determined by the creature's *Charisma* modifier (minimum 1).
- You regain hit points equal to the creature's *Constitution* score (minimum 5).
- You can use the cantrip *Blood Shot* by using up the creature's blood instead of yours. Every time you cast it, the creature's blood is reduced. When the amount of blood that is used up equals half of the creature's maximum hit points, you can no longer cast *Blood Shot* by using the creature's blood.

SORCERER OF SANGUIMANCY SPELLS

The following spells can be normally acquired but are accessible only to a Sorcerer.

CONTROL BLOOD

1st-level *sanguimancy*

Casting Time: 1 bonus action

Range: 60 ft

Components: V, S

Duration: 1 minute

For the *Duration*, whenever a creature is damaged within *Range* you gain 1 charge (maximum charges 4). You can use an *Action* to unleash a bolt made of blood from the wounded creatures. Make a ranged spell attack. On hit you deal damage equal to 1d4 times your charges.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the maximum charges increase by 1 for each level higher than level 1.

SIPHON ESSENCE

2nd-level sanguimancy

Casting Time: 1 action

Range: 15 ft radius

Components: V, S

Duration: Instantaneous

You absorb the essence of anyone standing around you in *Range*. Creatures that are within 15 feet radius of you must make a *Constitution Saving Throw* against your Spell Save DC. Creatures that are unconscious automatically fail the saving throw. On a success, they are not affected. On a failure, their maximum hit points are reduced by 2d8 and *your* maximum hit points increase by 1d8 for every character you affected.

BLACK VEINS

3rd-level sanguimancy

Casting Time: 1 action

Range: 120 ft

Components: V, S

Duration: Concentration, up to 5 rounds

A creature of your choice within range, must make a *Wisdom Saving Throw* against your Spell Save DC. On a failure, the creature's veins are clogged with black liquid. They suffer *Disadvantage* to their attacks for the *Duration* and also suffer 3d6 *necrotic* damage at the end of their turn.

BLOOD RELATIVES

4th-level sanguimancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 day

When you cast this spell you suffer 2d6 *necrotic* damage. If you touch a wounded creature, their blood is sucked inside you. You then learn the following things about the creature:

- Their surface thoughts
- Their name
- Their feelings towards you

At some point for the *Duration* after you touch a creature, you can whisper a command. The creature can hear the command if they are on the same plane of existence as you. The command can be almost anything but cannot be harmful towards the creature nor towards people that they would *never* harm. The creature then makes a *Wisdom Saving Throw* against your Spell Save DC. On a failure, the creature must obey the command to its full extend. On a success, the creature cannot be commanded again for the *Duration*.

RED DEATH

5th-level sanguimancy

Casting Time: 1 action

Range: 60 foot line, 5 feet wide

Components: V, S

Duration: Instantaneous

You suffer 1d8 *necrotic* damage. Your blood turns to a thin, deadly stream that can pierce the toughest armour. All creatures in *Range* must succeed on a *Dexterity Saving Throw* against your Spell Save DC. On a failure they suffer 8d8 *necrotic* damage. On a success they suffer half damage.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, you can increase the damage you suffer by 1 die per level higher than 5th and increase the damage you deal by the same amount.

HEMORRHAGE

6th-level sanguimancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 minute

You suffer 1d8 *necrotic* damage. Your blood turns to a sharp bullet that aims one of the main arteries of a creature. You must have encountered the creature before to know where its main arteries may be unless they are humanoid. Make a ranged spell attack. On a hit, the creature suffers

from *Hemorrhage* for the *Duration*. If they try to move, or if they are forced to move, they suffer *necrotic* damage equal to the feet they travel.

BLOOD RITE

7th-level sanguimancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You suffer 2d8 *necrotic* damage. Your blood is spattered on an 40 feet radius marking the area. Creatures in the area must make a *Constitution Saving Throw* against your Spell Save DC. On a failure, their movement speed can be no more than 10 feet per round. They also suffer 8d8 *necrotic* damage if they start their turn in the marked area. On a success, they suffer the damage but their movement is not affected. If your current hit points are less than half of your maximum hit points, the damage the creatures suffer is maxed (64 *necrotic* damage).

BLOODLESS CARCASS

8th-level sanguimancy

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 5 rounds

You can use your *Action* to make a creature start bleeding uncontrollably. The creature must succeed on a *Constitution Saving Throw* vs your Spell Save DC. On a failure, they get a failed *Death Saving Throw* and suffer 10d8 *necrotic* damage. On a success, they only suffer half the damage. A creature with no blood is not affected by this spell.

SANGUINIAN END

9th-level sanguimancy

Casting Time: 1 Action

Range: 1 mile

Components: V, S

Duration: 1 minute

You suffer 4d8 *necrotic* damage to unleash a devastating hail of razor sharp blood drops upon an area of 60 feet radius. Creatures in the area must succeed on a *Dexterity Saving Throw* or suffer 12d8 *necrotic* damage and have their movement speed reduced to 0 for the *Duration*. On a success they suffer half the damage and have their movement speed reduced to half for the *Duration*.

FINAL WORD & LEGAL STUFF

The Sorcerer is a very unique class that unfortunately did not get the attention it deserved since it doesn't even have their own unique spells. I tried to create a Sorcerous Origin that revolves around the use of blood (or blood magic) and create 9 unique spells from the Sorcerer. If you liked my work you can check more of my by clicking [here](#) or on any *Inanimis* logo. Also, check out the following homebrews by me by clicking on their image!

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