

NAMEIA'S CRIMSON TOME SUBCLASSES

TWELVE SUBCLASSES, STEEPED IN
THE POWER OF BLOOD



NAMEIA'S CRIMSON TOME SUBCLASSES



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ON THE COVER

Alexandros Balatsouras illustrates the sangromancer Nameia using the powers of her *Philosopher's Stone*.

Disclaimer: We are not responsible if Nameia finds out you have her notes in your possession and turns you into a pile of grey ash or use your lifeforce to replenish the power of her *Philosopher's stone*.

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PATH OF THE BLOODRAGER

Barbarians who follow the Path of the Bloodrager, gain superior strength and speed, using their rage to drastically surpass their physical limits, laying waste on their enemies. Those characteristics make them excellent at hunting down even the most fearsome creatures.

Bloodrager's, usually cover themselves with war paint tattoos made from the blood of the creatures that they have killed. These tattoos are indicators of the great battles they fought.

SANGUINITY

Starting at 3rd level, you can inflict even more fatal wounds upon creatures that are already injured. While raging, and a hostile creature is missing hit points, you can deal damage equal to half your Barbarian level rounded up, each time you hit it with a melee weapon attack.

You also gain advantage on Wisdom (Survival) checks to track any creature you have previously injured.

BLOODBOIL

Beginning at 6th level, your blood runs boiling hot. You ignore the effects of very low temperature. You gain Resistance to cold damage and you don't suffer the effects of extreme cold, as described in the Dungeon Master's Guide.

CRIMSON SACRAMENT

At 6th level, you can use the blood of a creature that died in the past 24 hours to perform certain rituals, ignoring any other material components. You can cast *detect poison and disease* and *gentle repose* spells, but only as rituals.

BLOOD SEEKER

Beginning at 10th level, you can take the Dash action as a bonus action while raging, against hostile creatures that are missing hit points. You can't use this ability when fighting undead, constructs, elementals or oozes.

HEMATIC MARK

Starting at 14th level, while raging you can choose a creature within 30 feet of you. As a bonus action you can expand up to 3 Hit Dice. The next time you hit the creature, you deal an extra 1d12 damage for every Hit Die spend in this way.

If you reduce a creature to 0 hit points, while its marked from this feature, you regain 4d4 + your Barbarian level hit points.

You can use this feature, times equal to your Constitution modifier (minimum of 1). Once you expended all uses of this feature, you must finish a short or long rest before you can use it again.



COLLEGE OF BLOOD PAINTING

The College of Blood Painting is a comfortable home for bards who have a lack of interest or no knowledge in the playing of instruments. Instead they choose to weave their performances and abilities through their artwork using blood.

Bards who are of this college, are generally considered to be a lower form of bard due to their rejection of the other colleges and methods that their fellow bards employ. They are usually ragged and rougher looking. Their clothes, skin and hair are often stained from the constant use of blood paints. It is rumored that through practice and determination, these bards can actually bring their artwork to life to serve them as constructs in battle.

CRIMSON PAINTER

Starting at 3rd level, you gain proficiency with Painter's Tools and your proficiency bonus is doubled if you are already proficient with them. When you use blood to paint, you can magically change the color and odor of the blood.

You can also use your Painter's Tools as your spellcasting focus.

BLOOD MARKS

At 3rd level, you have learned to draw magical marks on your targets, filled with necrotic energy. As a bonus action, you can expend one use of your Bardic Inspiration to draw a Blood Mark on a target within your reach. When you or an ally hits the target with a melee attack, you can activate the magic of the Blood Mark and the target suffers 2d6 necrotic damage. The necrotic damage increases when you reach certain levels in this class, increasing to 3d6 at 5th level, 5d6 at 10th level, and 8d6 at 15th level.

Blood marks lose their magic if not triggered after one minute since placed. The marks are visible to the target, but they can only be removed early with a *remove curse* spell cast on the target.

SUMMON ANIMATED PAINTING

At 6th level, you can use an action to imbue your magic to a drawing that you made with your painter's tools and used blood as a paint supply. The object comes to life at your command. You can't animate any object larger than Medium.

The animated painting is friendly to you and your companions and obeys your commands. See this creature's game statistics in the animated painting stat block. You determine the appearance based on the painting you created.

In combat, the animated painting shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action

unless you take a bonus action on your turn to command it to take one of the actions in its stat block or to take the Dash, Disengage, Help, or Hide action.

The paintings attacks are considered magical for the purpose of overcoming damage to nonmagical attacks and resistances.

The painting manifests for 1 hour or until it is reduced to 0 hit points. Once you use this ability you can't use it again, until you finish a short or long rest.

ANIMATED PAINTING

Medium construct, any alignment

Armor Class 12 + your Charisma modifier

Hit Points equal to the animated painting's Constitution modifier + your Charisma modifier + five times your Bard level

Speed 30 ft., fly 20ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +5, Cha +5

Skills Intimidation +5

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60ft., Passive Perception 12

Languages understands the languages you speak

Artist's Bond. The following numbers increase by 1 when your proficiency bonus increases by 1: the painting's skill and saving throw bonuses above, the bonuses to hit and damage of its Slam.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) bludgeoning damage.

Restorative Touches (3/Day). The magical paint of the animated painting restore 2d8+2 hit points to itself.

REACTION

Interception. The animated painting imposes disadvantage on the attack roll of one creature it can see within 5 feet of it, provided the attack roll is against a creature other than the painting.

SANGUINE BRUSH

Beginning at 14th, your blood marks makes your curse's and enchantments even more difficult to overcome. When you place a blood mark on a creature, you also undercut the target's resistance to your spells. When you target a creature that is affected by your blood marks feature, that creature has disadvantage on the saving throw it makes against a spell you cast. Imposing disadvantage to the target in this way, also consumes one blood mark placed on it.

BLOOD DOMAIN

The Blood Domain is concerned with forces that favor war (such as Bane, Hextor and Tempus), pain (such as Cyric, Loviatar or the Lady of Pain), and martyrdom (such as Jergal, Ilmater, and Talona). Some deities, hold blood as the essence of holiness and a tribute to their greatness. Not all clerics of this domain follow the same path. Some of them prefer to use their divine powers to assure that bloodshed is prevented and others prefer to make a tribute of blood to their Gods through violence.

Most clerics, of this domain are constantly tested by their gods, as they choose their own balance between mercy and severity. In many cultures, the clergy of this domain is driven into the shadows and its members are considered heretics to the most known and widespread domains.

Blood Domain Spells

Cleric Level	Spells
1st	ray of sickness, sleep
3rd	alter self, ray of enfeeblement
5th	haste, vampiric touch
7th	compulsion, stonewall
9th	antilife shell, dominate person

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with martial weapons and heavy armor.

VEIN RESTRAINT

Also at 1st level, you can temporarily take control of the blood system of an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing terrible pain to the attacker's blood system before it hits or misses. An undead or construct is immune to this feature.

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: BLOOD SYPHON

Starting at 2nd level, you can use your Channel Divinity to absorb a creature's life force when making a weapon attack.

When you hit a creature with a melee weapon attack, you can use your Channel Divinity feature to deal weapon's damage and your Cleric's level necrotic damage. You regain hit points equal to half the amount of necrotic damage dealt.

SANGUINE SOUL

Starting at 6th level, your mastery of blood, grants you special abilities:

- You gain resistance to necrotic and poison damage.
- You have advantage on saving throws against poison.

DIVINE STRIKE

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

CRIMSON GOD'S AURA

Starting at 17th level, you can use your action to activate an aura of necrotic energy with 30 feet radius centered on you that lasts for 1 minute or until you dismiss it using another action.

Any enemy creatures that start their turn within the aura or enter it for the first time on their turn immediately takes 3d8 points of necrotic damage. In addition, any creature that ends its turn within the aura suffers vulnerability to necrotic damage while remaining inside the aura's range.

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



CIRCLE OF THE BLOOD COURT

In order to protect nature, druids of the Circle of the Blood Court have learned to harness the powers of Blood Magic. Using the other creature's blood as well as their own, in order to ensure that the nature's balance is preserved. Most of the members of the Circle of the Blood Court are considered savages and they are isolated from members of other druidic circles.

There are druids of this circle that would easily spill the blood of other creatures in order to achieve their goals, but many of the members of the circle consider this option as their last resort.

CIRCLE OF BLOOD COURT SPELLS

Your connection to blood magic and your ability to use blood to control life and death grants you access to certain spells. At 2nd level you learn the *Toll the Dead* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Blood Court Spells table.

Once you gain access to one of these spells, 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.

Druid Level	Spells
3rd	lesser restoration, warding bond
5th	bestow curse, clairvoyance
7th	arcane eye, locate creature
9th	raise dead, scrying

BLOOD RITES

At 2nd level, your circle provides you with the knowledge needed to use your blood to perform rituals. You can cast any Druid ritual spell of a level that you can cast as a ritual, without needing to have it prepared. When you cast a spell as ritual using this feature, you suffer 1d4 piercing damage at the start of the ritual, if you use your own blood as a catalyst. Alternatively, you can use the blood of an animal that has died in the last 24 hours.

BLOOD OFFERING

Starting at 2nd level, you have learned to use your own vitality in order to augment the effects of your druidic spells. When you roll for damage or healing for a spell, you can expand a number of hit dice, equal to half your druid level (rounded up). Roll the spent dice and add them to the healing, or the damage as necrotic damage.

If you reduce one or more hostile creatures to 0 hit points with a spell augmented in this way, you get half of the Hit Dice you have spent using this feature back.

FORBIDDEN WILD SHAPE

At 6th level, the rites of your circle grants you the ability to transform into monstrosities in addition to the beast forms that are available to you through the Wild Shape feature. In order for you to Wild Shape into a monstrosity, you should have tasted the blood of the creature.

You also gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action. You can transform into a monstrosity with a challenge rating as high as your druid level divided by 3, rounded down.

In addition, your attacks count as magical for the purpose of overcoming resistance and immunity to magical attacks and damage.

SANGUINE RESILIENCE

Starting at 10th level, you gain proficiency with Constitution saving throws.

In addition, when damage reduces you to 0 hit points, you drop to 1 hit point and you can immediately expand your reaction and use your Wild Shape feature (if you have any uses left).

IMPROVED FORBIDDEN WILD SHAPE

At 14th level, you can expend two uses of your Wild Shape feature at the same time, to transform into a monstrosity with a challenge rating as high as your druid level divided by 2, rounded down.



BLOOD FANATIC

Blood Fanatics love the sight of blood and war, aiming to make a legacy of their name. They enjoy striking fear in everyone around them, even if their victims won't survive for much longer.

They are mainly members of secret cults (like members of the cult of the Dragon in Forgotten Realms or the cult of Rakdos in Ravnica) or fighters that have gone mad, due to their thirst for constant conflict. They fight till their last breath, never holding back to a worthy opponent.

MURDEROUS INTENT

When you choose this archetype at 3rd level, you gain proficiency on the Intimidation skill, or if you are already proficient in it you double your proficiency in this skill.

FATAL WOUNDS

When you select this archetype at 3rd level, you learn to take advantage of your enemies' weakness. When you hit a creature with a weapon attack, your attack deals an extra 1d6 points of the weapon's damage.

You gain Fatal Wound dice equal to your Constitution modifier (minimum of 1). Once you expended all uses of this feature, you must finish a short or long rest before you can use it again. At 10th level, the extra damage die becomes a d8. At 14th level, it becomes a d10. At 18th level, it becomes a d12.

COURAGE OF MANY BATTLES

Upon reaching 7th level, the horror of the battles you fought so far has turned you into a fearless warrior. You can no longer be frightened.

FANATICAL PRESENCE

At 10th level, as a bonus action you can unleash a battle cry infused with your fanatic focus. When you do you can choose a friendly creature, who can see and hear you. That creature can immediately use its reaction and make a melee weapon attack against a creature within its reach with advantage.

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

DREADFUL PRESENCE

At 15th, as an action you can force each creature of your choice that can see within 30 feet of you to make a Wisdom saving throw. On a failed save a creature becomes frightened of you for 1 minute. The frightened creature can repeat its saving throw at the end of its turns, ending the effect on itself on a success and becoming immune to this feature.

The save DC equals to 8 + your proficiency bonus + your Strength or Charisma modifier (your choice). You have to finish a short or long rest before you can use this feature again.

BLOOD FRENZY

At 18th level if you start your turn with no more than one third of your maximum hit points rounded up, your weapon attacks deal the maximum die damage whenever you hit.



WAY OF THE CRIMSON BLADE

Monks of the Way of the Crimson Blade have delved into the secrets of the blood martial arts. They use their talent in manipulating blood, to manifest blood blades that tear through their enemies' defences and improve their bodies' physical abilities.

They also acquire the ability to sense living creatures, without requiring on their sense of sight.

BLOOD BLADES

Starting at 3rd level, you can use your control over your blood, to manifest blades that cut through your foes flesh and armor.

- You suffer half necrotic damage equal to your proficiency bonus in order to manifest the blades.
- Your unarmed strikes deal your choice of necrotic, piercing, slashing, or bludgeoning damage each time you hit.

In addition, you can use a bonus action to increase the reach of your unarmed strikes by 10 feet until the end of your next turn.

BLOOD ARTS TECHNIQUES

At 3rd level, when you channel ki into your attacks you augment your blood blades to inflict fatal blows.

Whenever you hit a creature with one of the attacks granted by your Flurry of Blows you can impose one of the following effects on the target:

- **Absorb Strength.** The target must succeed on a Constitution saving throw or it suffers disadvantage on all attack rolls until the end of your next turn.
- **Vitality Syphon.** You regain hit points equal to half the damage your attack deals.
- **Sundering Strike.** The target must succeed on a Wisdom saving throw or have disadvantage on the next saving throw it makes before the end of your next turn.

SENSE OF BLOOD

Beginning at 6th level, you can gain the ability to perceive the essence of living creatures. On your turn, you can spend 1 ki point as a bonus action, gaining blindsight of 30 feet for 10 minutes.

This ability does not affect undead or constructs.

IRON BLOOD TECHNIQUES

At 11th level, you gain the ability to augment your blood with your ki, to either bolster your attacks or hasten your reflexes.

As a bonus action, you can expend up to 3 ki points and choose one of the following features:

- **Adrenaline Rush.** You concentrate your ki in order to accelerate the production of adrenaline in your body. Your AC increases by 1 and your speed by 10 for every ki point spent. This benefit lasts until the start of your next turn.
- **Blighting Blades.** Necrotic energy surrounds your blades temporarily. For the rest of your turn, your blood blades attacks deal additional 1d10 necrotic damage for every ki point spent.

MASTER OF BLOOD ARTS

At 17th level, you can transform your physical body into the a form of pure blood. On your turn, you can spend 5 ki points as a bonus action, assuming a blood form which grants you the following benefits for 1 minute:

- You have resistance to bludgeoning, piercing, and slashing damage.
- Your unarmed strikes score a critical hit, on a roll of 19 or 20.
- You emanate a dreadful aura in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there it must succeed on a Wisdom saving throw or become frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this feature.



OATH OF BLOOD

A Paladin of the Oath of Blood believes that violence is a great tool to achieve someone's goals. They believe that a person that has taken a dark path cannot be redeemed so they take justice on their own hands, to smite those who are beyond salvation in their eyes. For a paladin to take the Oath of Blood they have to offer the lives of their defeated enemies to a god of war or those who take an even darker path, to a great demon or devil (for instance, an Orc Paladin of Gruumsh that would offer his own eye as the indication of his resolve, or a Minotaur that is serving Baphomet and has embraced his strength and brutality). In exchange, the paladin is granted the power to manipulate his lifeforce as well as his target's and rend them weak and powerless.

Although their existence is not welcomed by most of the civilizations, those in need of urgent help would not hesitate for assistance from a blood rusted armored paladin.

TENETS OF BLOOD

A paladin who takes the Oath of Blood sacrifices all righteousness for them to gain greater power.

Independence: Fight for yourself and let none command you.

Resolve: Only weak balk at pain or fear.

Sacrifice: Dedicate your life to achieve the goals you strive no matter the cost to yourself.

OATH SPELLS

You can gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	bane, inflict wounds
5th	darkness, blindness/deafness
9th	bestow curse, vampiric touch
13th	blight, death ward
17th	antilife shell, contagion

CHANNEL DIVINITY

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

• **Blood Coated Weapon.** You can use your Channel Divinity to make your weapon thirst for blood. As a bonus action you touch one weapon or piece of ammunition and conjure a blood aura that surrounds it. For 1 minute, you add your Charisma modifier + half your proficiency bonus rounded up to attack rolls made with that weapon or piece of ammunition (with a minimum bonus of +1).

• **Blood Puppet Curse.** You can use your Channel Divinity to control the blood pressure of your enemies. As an action, you can try to immobilize their nervous system, making them unable to move. The creature must succeed on a Constitution saving throw or be stunned for 1 minute. While under the effect, the creature repeats the saving throw at the end of it's turns. On a success it takes back control over its body and the effect ends.

BLOODTHIRSTY AURA

Starting at 7th level, you and every friendly creature within 10 feet of you, gain temporary hit points equal to double your Charisma modifier (minimum of 1) each time you reduce a creature to 0 hit point.

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

BLOOD WARD

Starting at 15th level, when you are reduced to 0 hit points and are not killed outright, you drop to 1 hit point instead. Also, the next attack you make is made with advantage.

Once you use this ability, you can't use it again until you finish a short rest.

CRIMSON HERALD

At 20th level, as an action you surround yourself with an aura of blood that lasts for 1 minute and gives you the following benefits:

- Whenever a creature damages you, it suffers 10 necrotic damage.
- At the start of each of your turns, you regain 10 hit points.
- When a creature hits you with a melee attack, you can intercept the blood in the aura between you and the creature and use your reaction to gain a bonus to AC against that attack, potentially causing it to miss you. The bonus equals your Charisma modifier (minimum of 1). If the attack misses, the blood in the aura forms a spike that pierces the attacker causing it to suffer 4d6 necrotic damage.

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



RED HOUND

Red hound rangers follow an ancient tradition of blood magic, weakening their enemies with powerful curses. A red hound seeks out grim creatures that would threaten the broader world. Such rangers can be found either working as bounty hunters in large towns or wandering through places that are considered cursed and have to be purged.

RED HOUND MAGIC

At 3rd level, you gain the following spells in addition to your normal Ranger spells at their associated levels.

Red Hound Spells

Ranger Level	Spells
3rd	bane
5th	blindness/deafness
9th	bestow curse
13th	banishment
17th	contagion

LOCATE BLOOD TRACKS

Starting at 3rd level, you gain the ability to magically sense the presence of a creature that you have previously injured. As an action, you can detect the distance and direction of that creature, if it is within 1 mile of you. This ability does not affect undead or constructs.

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

HEMOPLAGUE

At 3rd level, you gain the ability to place a vile blood curse on your target. As a bonus action, you can target a creature within 60 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends:

- You gain a bonus to damage rolls against the cursed target equal to your proficiency bonus.
- The first attack you make against the target in each of your turns is made with advantage.

You can't use this feature again until you finish a short or long rest.

RED HOUND'S FORTITUDE

At 7th level, you have learned to endure deadly curses and poisons from your opponent's attacks. You gain proficiency in Constitution saving throws.

HUNTER'S PURSUIT

When you reach 11th level, your skill hunting down your enemies and avoiding attacks has greatly improved. Your speed increases by 10 feet.

Also, opportunity attacks against you are made with disadvantage.

IMPROVED HEMOPLAGUE

At 15th level, when you use the *Hemoplague* feature, in addition to the feature's effects you can momentarily ignore your enemies resistances or immunities with the use of your blood magic. If you hit, the target you can ignore its resistances and deal damage as if the target has vulnerability to your weapon's damage, or ignore its immunity to the damage type and deal damage as normal.



BLOODCURSER

Bloodcurser rogues focus their training on the art of blood magic, taking a grim path to ensure their targets will get eliminated, no matter the cost. Those who adhere to this archetype are mainly hired killers, bounty hunters or members of secret organizations (such as the church of Bane on the Forgotten Realms or the Orzhov Syndicate on Ravnica) that use vile means to remove their adversaries.

BONUS PROFICIENCY

When you choose this archetype at level 3rd level, you gain proficiency with Alchemist supplies and Poisoners kit.

MORTAL WOUNDS

Starting at 3rd level, you learn to empower your sneak attack with a special curse that causes the target to suffer deep wounds and blood loss over time. If you hit a target with your sneak feature attack the target has to make a Constitution save against your Mortal Wounds DC or suffer necrotic damage equal to your proficiency + half your Rogue level (rounded down) at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns ending the effect on itself. Targets already affected by Mortal Wounds feature cannot be affected by multiple instances of this feature.

Mortal Wounds DC = 8 + your proficiency bonus + your Intelligence modifier

LIMITED BLOOD MAGIC

Beginning at 9th level, your experience with blood magic has provided you with the knowledge of certain spells that you can cast on their lowest level. You can cast *bane*, *cause fear*, *silent image* and *sleep* a number of times equal to your Intelligence modifier (minimum of 1). The number of spells you can cast is also determined by your Intelligence modifier (minimum of 1). You regain any expanded uses of this feature when you complete a short or long rest.

Spellcasting Ability. Intelligence is your spellcasting ability for these spells, so you use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for these spells you cast.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

IMPROVED MORTAL WOUNDS

Beginning at 13th level, before you take the attack action in an instance that you can use your sneak attack feature, you can pierce yourself with your weapon offering a portion of your blood to ensure that your curse gets even more potent. You suffer your proficiency bonus necrotic damage (this damage cannot be reduced by any means) and the target has disadvantage on the initial save DC against your Mortal Wounds feature.

MASTER BLOODCURSER

Starting at 17th level, when you use the Improved Mortal Wounds feature the target is unable to regain hit points while remaining under the effect of your Mortal Wounds feature and your attacks against it are made with advantage for the duration.



BLOOD SORCERY

Your magic springs from your unnatural control over blood and your resilience is formidable. Blood sorcerers can utilize their blood to fuel their spells and augment their defenses and regenerative abilities.

Their unique abilities are considered the result of the union of strong sorcerer's bloodlines, resulting in the birth of a caster of great potential.

CRIMSON BLOOD FORTITUDE

At 1st level, your hit points maximum increases by 1 and increases by 1 again whenever you gain a level in this class. When you aren't wearing armor, your AC equals 13 + your Constitution modifier.

INNATE BLOOD MAGIC

At 1st level, you've learned the raw power of utilizing blood as a catalyst for your magic. You no longer need an arcane focus to cast spells, you instead use your life force to channel magic through.

SANGUINE TRANSFUSION

Starting at 6th level, you can sacrifice your own vitality to recover some of your expended magic. As an action, you recover spell slots that have a combined level equal to or less than half of your sorcerer level (rounded up), and none of the slots can be 5th level or higher. You immediately suffer 1d6 necrotic damage per spell slot level recovered. You can't use this feature again until you finish a long rest.

BLOOD SAP

Starting at 14th level, you can absorb other creature's life force in order to replenish your own. As an action, you target a creature within 60 feet of you and try to absorb its life force. You can spend a number of *sorcery points* dealing 1d6 necrotic damage per *sorcery point* spend to a maximum of 10d6. The target can make a Constitution saving throw against your spell save DC, taking half damage on a successful save or full damage on a failed one. After dealing the damage, you regain hit points equal to half the total damage dealt. This feature can't affect Undead or Constructs.

You have to finish a long rest before you can use this feature again.

VEIL OF BLOOD

Starting at 18th level, as a bonus action you can spend 6 *sorcery points* to magically transform yourself into a form made purely of blood. In this form, you have resistance to all damage except cold damage. When a creature hits you with a melee attack while in this form, you can use your reaction to manifest spikes made of blood that pierce the attacker dealing 3d10 necrotic damage.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.



BLOOD LORD PATRON

Your patron is perhaps the Blood Lord himself or the first “Vampire” as some say. A primal being whose avatars thirst for blood. The blood coursing through the veins of all living things is a power few can learn to wield. The motivation of a “Blood Lord” is unclear, but all those who serve one can attest to a bloodlust that lingers within. A vampire might spare the life of someone because it sees a greater cause for them.

In the Realms, Blood Lord patrons include Haemnatuun, the Blood Lord, Strahd von Zarovich, Artor Morlin also known as the Baron of Blood, Morcdoc SeLanmere, also known as the Pale Knight and self-proclaimed first and utmost powerful vampire in all of Toril.

BLOOD LORD EXPANDED LIST

The Blood Lord 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.

Spell Level	Spells
1st	false life, inflict wounds
2nd	alter shelf, spider climb
3rd	bestow curse, non-detection
4th	greater invisibility, polymorph
5th	dominate person, geas

BLOODTHIRST

At 1st level, you grow a sharp pair of retractable fangs and a powerful thirst for blood. As an action, you can make a melee attack using your fangs, dealing 1d6 + your Charisma modifier piercing damage (you use your Charisma modifier for attack and damage rolls). If you reduce a creature to 0 hit points, you immediately heal a number of hit points equal to your Charisma Modifier + your warlock level.

At 5th level, the damage of your fangs becomes magical for the purpose of overcoming resistance to non-magical attacks and damage.

BLOOD LORD'S SKIN

At 1st level, your hit points maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

In addition, when you aren't wearing armor, your AC equals 13 + your Constitution modifier.

ABSORBING TOUCH

Starting at 6th level, you know the spell *vampiric touch*, and always have it prepared as a Warlock spell (it doesn't count against the number of warlock spells that you have prepared), and you may cast it using a Warlock spell slot.

When casting *vampiric touch* in this way, you add a bonus to the damage roll equal to your Charisma modifier, and on a critical hit, you regain hit points equal to the full amount of the damage dealt.

CRIMSON BLOOD RESILIENCE

Starting at 10th level, you gain advantage on death savings throws. You also no longer age and cannot be aged magically. Finally, you no longer need to sleep. Instead of sleeping, you enter a trance-like state for 4 hours in which you are aware of your surroundings. Instead of eating or drinking, you may consume a pint of blood to sustain you for a day.

You also gain resistance to necrotic damage.

BLOOD INFESTATION

At 14th level, when hit a creature with a fang attack you can assume a form of blood and infest the target's body. While in that form, you have resistance to all damage except cold damage and cannot be targeted directly with spells or attacks. If the target dies early before you leave its body, you revert to your original form.

At the end of your next turn, you leave the host's body, overflowing the neural system with unimaginable pain. If the target is not undead or construct, it suffers 10d10 necrotic damage. If the target is reduced to 0 hit points, you leave only its skeleton behind, if it has one and you regain hit points equal to double your warlock's level.

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



PACT OF THE BLOOD MARK

Your contract with your patron takes a physical form as a mark made of blood on your body, that cannot be removed by any means. You choose an area in your body where the Blood Mark appears. While you have the Blood Mark in your body you can perform a 1-hour ritual to store a spell from your Warlock spell list that you can cast, but the spell can't be higher than 5th level. You can perform the ritual once per long rest before you can perform it again to change the spell stored.

Once you cast the spell you can't cast it again until you finish a long rest. If you have placed the spell on a limb like an arm or leg and that limb gets severed you can choose to instantly cast the spell stored using your reaction.

EXPANDED ELDRITCH INVOCATIONS

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocations at the same time you meet the prerequisites. A level prerequisite refers to your level in class.

ABSORBING TOUCH

Prerequisite: Chill Touch cantrip

When you deal damage with *chill touch*, you gain temporary hit points, equal to half the damage dealt.

BLOOD EMPOWERMENT

Prerequisite: 5th level, Pact of the Blood Mark feature

Once per turn when you damage a creature with a warlock spell, you can expend a number of hit dice (to a maximum of 5) to deal an extra 1d8 force damage to the target, plus another 1d8 per hit die spend.

BLOODSTREAM CONTROL

Prerequisite: 15th level, Pact of the Blood Mark feature

You can cast *hold person* once, without expending a spell slot. You must finish a long rest before you can use this invocation on the same creature again.

DISRUPT LIFE

Prerequisite: 10th level, Pact of the Blood Mark feature

As an action, you can disrupt the life force of any creature near you. Creatures of your choice within 20 feet of you, must make a Constitution saving throw against your save DC, taking 6d8 necrotic damage on a failed save, or half as much damage on a successful one.

IMPROVED BLOOD MARK

Prerequisite: Pact of the Blood Mark

When you acquire the Blood Mark, you learn 2 cantrips from any class's spell list. They count as warlock spell for you and don't count against your number of cantrips known.

In addition, while you have a Blood Mark it counts as a spellcasting focus, for your Warlock spells.

TOUCH BEYOND DEATH

Prerequisite: Chill Touch cantrip

When you cast *chill touch*, you ignore the target's resistance or immunity to necrotic damage.



SCHOOL OF SANGROMANCY

The vile secrets of blood magic are as incredible as they are terrifying, allowing a wizard to access overwhelming power—if they're willing to pay the crimson price. Practitioners of these grim arts, study in the school of sangromancy, focusing on the ability to augment spells through the manipulation of blood.

Those who delve into these prohibited techniques are most commonly known as sangromancers.

BONUS PROFICIENCIES

At 2nd level, you gain proficiency with alchemy supplies. If you already are proficient your proficiency bonus gets doubled. You also gain proficiency in Medicine skill.

FOND OF BLOOD

Starting at 2nd level, you can spend 1 minute analyzing the blood of a creature that is dead for no more than a day. You make a Medicine check equal 10 + creature's CR (minimum of 11). You can learn about the creature's resistances or immunities and even possible vulnerabilities if any.

Also, you learn the spare the dying cantrip, which doesn't count against the number of wizard cantrips you know.



BLOOD CASTING

At 6th level, when you cast a spell with a spell slot, you can expend two Hit Dice to augment its effects for this casting. You can choose one of the options detailed below:

- **Amplification.** If you roll damage for the spell when you cast it, increase the damage against every target by 2d8 necrotic damage. If the spell can deal damage on more than one turn, it deals this extra necrotic damage only on the turn you cast the spell.
- **Elongation.** If the spell's range is at least 30 feet, it becomes 400 feet.
- **Hinderance.** If the spell requires the target to make a saving throw, increase the spell's save DC by 2, for the initial saving throw.

BLOOD SHIELD

Beginning at 10th level, you can direct your blood magic to absorb damage using your own life force. When you take damage, you can use your reaction to expend a number of Hit Dice equal to your Intelligence modifier (minimum of 1) and reduce that damage to you by an amount equal to six times the hit dice spend.

SIGIL OF BLOOD

Starting at 14th you can inscribe a rune made of blood in a part of your body. Choose a spell of 4th level or lower, that you can cast and has a casting time of 1 action. You can use your action to activate the spell from the rune ignoring any verbal or somatic components but must provide the materials if they are required. The spell remains stored in the rune and the rune fades after one day or if you choose to remove it. You can only have one rune inscribed at you at a time. Once you use this feature you must finish a long rest.

Sin is debt, and absolution is paid in tithes of gold and blood.

~Everard Rothenel, Orzhov Sangromancer