

DEEP MAGIC

12



BLOOD AND DOOM



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DEEP MAGIC

Blood and Doom

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Blood and Doom

Blood and Doom deals with antipaladins and blood magic. Antipaladins, blood mages, and wielders of blood magic in general are intended to appear only as nonplayer characters. That's not because antipaladin or blood mage player characters are unbalanced or no fun. They can be great fun for the person who's playing them, but either of these characters in a group of mostly Good or Neutral PCs

can be a real problem for everyone else. Evil characters in general, and antipaladins and blood mages in particular, are more than the sum of a few distasteful class abilities. Both represent an approach to life and society that's utterly amoral, self-centered, and uncompromising—a bad combination where party harmony is concerned.

Before even thinking about making up a character that uses the spells and abilities in this chapter of *Deep Magic*, you must clear it not only with your GM but also with the other players. Make sure everyone understands what they're allowing into the group and that they're willing to put up with the consequences.

Even then, we don't recommend it. These abilities are best reserved for evil NPCs and villains.

Seriously—don't say we didn't warn you.

Antipaladin Magic

It's no secret that the world is not as it should be. Anyone who looks at it honestly must admit that. Where people disagree is how it can be set right. Those who believe it can be done with open expression, cooperation, and understanding are fools. It will take strife, suffering, and buckets of blood to set it right. A field produces no crops until the farmer slices it open with a blade. So, too, will the wrongness in the world refuse to yield until a blade cuts across its face.

Few people have the strength of body or mind to do what must be done, and too many view the necessary measures as acts of evil. Is it evil to cut diseased flesh away from a body that's struggling to survive? Is it evil to bring a cat into your home to kill the mice that make nests in your mattress, eat tallow candles, and befoul stored food with their waste? The mouse might well say so, as it's being devoured by the cat. But the mouse is wrong; it's grisly death is both necessary and right. The truly wise know that what's right and what's popularly called "good" are often not the same thing.

This crucial work takes time, however—more time than mortals have. Only someone who has conquered death can carry this standard, and only the paladin who has sworn the oath of the giving grave—an antipaladin—is equal to the task.

Oath of the Giving Grave in Midgard

Though there are instances of warlords in the Southlands who embraced this path, the Oath of the Giving Grave truly thrives in the Principalities of Morgau and Doresh. There, among Order of the Knights Incorporeal, warriors both living and undead embrace this oath. Many of them are leaders at the head of armies of corpses marching against neighboring lands under Prince Lucan's commands.

Antipaladin Class Features

A paladin on the path toward swearing the Oath of the Giving Grave manifests some class features differently from other paladins.

UNHOLY SMITE

replaces Divine Smite

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal necrotic damage, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each slot level higher than 1st, to a maximum of 5d8. The total damage increases by another 1d8 if the target is a celestial, a Good-aligned fey, or a Good-aligned dragon.

IMPROVED UNHOLY SMITE

replaces Improved Divine Smite

By 11th level, you are so suffused with Evil that all your melee weapon strikes cause necrotic damage. When you hit with a melee weapon, the target creature takes an extra 1d8 necrotic damage. If you also use your Unholy Smite, this damage adds to the extra damage of the Unholy Smite.

Sacred Oath: the Giving Grave

The giving grave is more a philosophy than a formalized code. It appeals to warriors who value power above life, to would-be conquerors who balk at nothing when imposing their will on the weak, to warlords who seek to extend their reigns beyond the usual limit of a single lifetime, and, frankly, to psychotic killers who crave the stamp of divine approval on their bloodletting.

Conquer Death. Immense power is needed to repair what's wrong with the world, and mortal beings' lives are too short to acquire that power and wield it effectively. Therefore, death itself must be overcome, and the only path beyond death is through the grave.

Serve Those Who Can Teach. To overcome death, one must serve and learn from those who have that knowledge, regardless of one's views about those entities. When they have no more to teach and no further aid to give, only then can the student's moral feelings come into play.

Brook No Opposition. Your vision for the world is correct, and the path to achieving it is narrow and treacherous. A single misstep could lead to disaster. Anyone who obstructs that path imperils the future and therefore deserves neither life nor mercy. This isn't cruelty; it's necessity. Where possible, those who fall can be redeemed by being made to serve your ambition after their deaths.

Honor the Gods of Death. Honor the gods who grant you power over life and death with devotion and sacrifice, so that they will aid you and look favorably on you as an instrument of their power, or even as an ally. Punish those who blaspheme against them.

OATH OF THE GIVING GRAVE SPELLS

Paladin

Level Spells

3	<i>blood tide, disguise self</i>
5	<i>blood armor, bloodshot</i>
9	<i>animate dead, vampiric touch</i>
13	<i>blight, freedom of movement</i>
17	<i>insect plague, seeming</i>

CHANNEL DIVINITY

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

Overawe Enemy. As an action, you present your unholy symbol and utter a promise of horrors to come, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being stunned. Celestials and Good-aligned fey have disadvantage on the saving throw. On a failed save, the creature is stunned for 1 minute or until it takes any damage.

Mark of the Funeral Feast. As a bonus action, you can shout a command and indicate a creature you can see within 10 feet of you, using your Channel Divinity. All unintelligent undead below Challenge Rating 1 who are within sight of the creature become compelled to pursue and attack it. The effect ends in 1 minute or when the target creature drops to 0 hit points or falls unconscious. When the effect ends, the undead return to what they were doing before.

AURA OF THE UNREPENTANT

Starting at 7th level, you and allies within 10 feet of you can't be turned while you are conscious. At 18th level, the radius of this aura increases to 30 feet.

TENACIOUS LIFE

Starting at 15th level, you gain regeneration. If you start your turn with fewer than half of your maximum hit points, you regain 5 hit points. If you take fire or radiant damage, this trait doesn't function at the start of your next turn.



UNDYING SENTINEL

At 20th level, you gain magic resistance; you have advantage on saving throws against spells and other magical effects. In addition, if you are killed, you rise from the grave within 1d4 days as a death knight. Consult your GM for implementation.

Antipaladin Spell List

1ST LEVEL

Bloody Smite
Doom of the Cracked Shield
Hobble Mount
Hone Blade
Memento Mori
Stanch

2ND LEVEL

Animate Ghoul
As You Were
Caustic Blood
Doom of Consuming Fire
Doom of the Slippery Rogue
Timely Distraction
Vomit Tentacles

3RD LEVEL

Conjure Undead
Doom of Blue Crystal
Doom of Dancing Blades
Doom of Disenchantment
St. Blusen's Reaver Spirit
St. Whiteskull's Borrowing
Strength of the Underworld
Vital Mark

4TH LEVEL

Doom of the Earthen Maw
Doom of Serpent Coils
St. Parvalas's Risen Road
Shroud of Death
Visage of Madness

5TH LEVEL

Sanguine Horror

Blood Magic

Among the most heinous magic known is the arcana of Taergash the Bloodpurger, a wizard whose unhealthy obsession with the power of blood is legendary. Taergash believed that by mastering the power in his own blood, he could achieve unlimited power; his dream, however, suffered frequent setbacks as he failed in ever more vigorous ways. Eventually, a simple cut from a broken alembic—the result of a moment's clumsiness during an arcane experiment—caused him to bleed to death.

Nevertheless, Taergash's spells are still sought by evil necromancers, sorcerers, and other bloodthirsty casters, and they can be found in blood-drenched grimoires and bile-dripping tomes. Some wizards are so steeped in the study of this gruesome magic that they become known as blood mages.

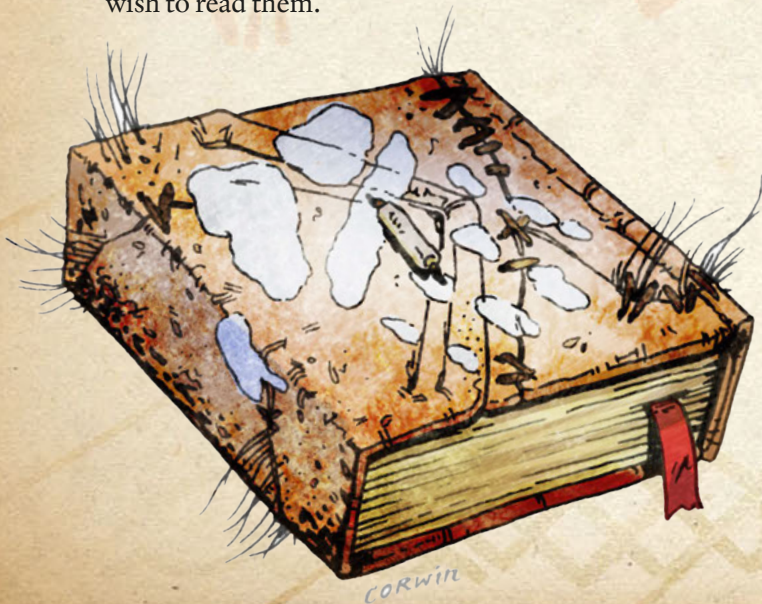
Spellbook: Taergash's Exsanguinating Tome

Before Taergash's bloody demise, the obsessed mage recorded several of his blood-magic spells into a vile book he called his *Exsanguinating Tome*. The spellbook mysteriously disappeared from Taergash's lair shortly after his death, but it's rumored that one of the wizard's less stable apprentices used its magic to hatch a nefarious plot against a goodly state—a plot that, by all accounts, still threatens to plunge that nation's fate into the blood mage's gory hands.

TAERGASH'S EXSANGUINATING TOME

Wondrous item, legendary (requires attunement by a wizard)

This tome is wrapped in a filthy cover that weeps warm, wet droplets of blood. Although gore flows over the book's pages when opened, the unnerving leakage never obscures the spells' details to those who wish to read them.



Taergash's *exsanguinating tome* contains the following spells.

Cantrip: *blood tide*

1st Level: *bane, false life, hideous laughter, ray of sickness, stanch, weapon of blood*

2nd Level: *blood armor, blood lure, bloodshot, caustic blood, vital mark*

3rd Level: *animate dead, fear, ray of exhaustion, vampiric touch*

4th Level: *blood and steel, phantasmal killer*

5th Level: *crur of visions, exsanguinating cloud, sanguine horror*

Sorcerous Origin: Serophage

You have always been preoccupied with blood, both your own and that of others. At some point you learned that you could exercise some control over your blood, and you've harnessed that power to awaken the magic that flows through your veins. The dark possibilities of this new magic revealed themselves when you discovered that you could control the blood flowing in the veins of other creatures, too.

STRENGTH BENEATH THE SKIN

At 1st level, you gain control over your own blood flow. When you take bludgeoning damage, roll a d4 and subtract the result from the damage taken. At 6th level, the die increases to a d6.

BLOOD FUEL

At 6th level, instead of moving, you can inflict 1d4 slashing damage on yourself and regain a number of sorcery points equal to the slashing damage. Alternatively, you can choose to increase the save DC or the spell attack bonus of the next spell you cast by +1 instead of regaining sorcery points. At 12th level, the die becomes a d8 and the increase to your spell attack bonus or save DC increases to +2.

BLOOD BARRIER

At 14th level, you can draw blood from a recently killed (within the last 30 minutes) creature of Intelligence 5 or higher and form it into swirling rings that surround you. The number of rings equals your Charisma modifier.

The rings absorb physical damage. When you are struck by a melee or ranged weapon attack, one ring absorbs 1d10 damage from the attack, then disappears in a splash.

As an action, you can cause one ring to form into a magical spear of blood and launch itself at a target you select within 60 feet. Make a ranged spell attack. On a successful hit, the target takes (1d6 + your Charisma modifier) piercing damage and must succeed on a Constitution saving throw or be stunned until the start of your next turn. The spear is considered a

magical weapon. It evaporates after it's expended. The rings remain until they absorb an attack or they are expended as weapons.

EXSANGUINATE

At 18th level, you can siphon a steady stream of blood from a living creature at a distance. As an action, you designate a creature within 40 feet; that creature must make a Constitution saving throw. If the saving throw fails, the creature takes 2d6 necrotic damage as blood oozes through its skin and flows through the air to you, where it's absorbed through your skin. For every 2 points of damage done to the target, you regain either 1 hit point or 1 sorcery point. The exsanguination continues, causing damage and restoring your hit points or sorcery points at the start of your turn, until you end it (no action required by you) or the target makes a successful Constitution saving throw at the end of its turn.

Wizard Tradition: School of Blood Magic

A blood mage powers his magic with the secrets he learns from his own blood. Eventually, he learns to manipulate others' blood, too. A blood mage has the following class features.

BLOOD SAVANT

Beginning when you take up the study of blood magic at 2nd level, the gold and time you must spend to copy a blood magic spell into your spellbook is halved. You also gain proficiency in the Medicine skill.

Starting at 2nd level when you choose to focus your studies on blood magic, you gain a greater awareness of the blood flowing through your veins, the heart that pumps it, and some measure of control over both. When you are subjected to a disease or poison effect that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

BLOOD VISION

At 6th level, you gain the ability to see a moment of the past through the eyes of a creature whose blood you consume. When you ingest the blood of another creature, you are stunned for 1 round. During that time, you experience a memory of the creature through its own eyes which may or may not be of the incident that caused it to bleed. The older the blood, the foggier and more obscure the memory is likely to be.

Once you have consumed a creature's blood in this way, the same creature's blood will never again produce a memory for you.

ABSORB IMPURITIES

Starting at 10th level, you can absorb poisons or diseases from another creature, living or dead, and turn it to your use. By exposing a fresh cut to a source of disease or poison, you can safely absorb it, storing it in your bloodstream, dormant. You can then inflict it on another by spitting a stream of blood at them. As an action, make a ranged spell attack. On a successful hit the target is exposed to the disease or poison and must proceed with whatever saving throws are required.

In three days, if you do not pass the disease or poison along to another living creature, it becomes active in your bloodstream. You make the first two saving throws required by the disease or poison with disadvantage.

MIRE OR QUICKEN BLOOD

At 14th level, a blood mage can turn other creatures' blood into sludge or he can thin it once per day. As an action, he can cause a creature that fails a Constitution saving throw to become *slowed*. Alternately, he can cause a creature that fails a Constitution saving throw to gain the effects of *haste*. The target can intentionally fail the saving throw. The duration of either effect is a number of rounds equal to your Intelligence modifier.

Blood Magic Spell List

CANTRIP

Blood Tide (sorcerer, wizard)

1ST LEVEL

Stanch (antipaladin, cleric, druid, paladin, ranger, sorcerer, warlock, wizard)

Weapon of Blood (sorcerer, wizard)

2ND LEVEL

Blood Lure (cleric, sorcerer, wizard)

Bloodshot (sorcerer, warlock, wizard)

Caustic Blood (antipaladin, druid, ranger, sorcerer, warlock, wizard)

3RD LEVEL

Blood Armor (sorcerer, warlock, wizard)

Vital Mark (antipaladin, cleric, paladin, sorcerer, wizard)

4TH LEVEL

Blood and Steel (sorcerer, wizard)

Blood Spoor (ranger)

5TH LEVEL

Cruor of Visions (cleric, sorcerer, warlock, wizard)

Exsanguinating Cloud (cleric, sorcerer, wizard)

Sanguine Horror (antipaladin, warlock)

New Spells

As noted above, all of these spells are intended for evil NPCs and villains. None of them are available to player characters, regardless of class, without prior clearance from the Game Master and other players.

ANIMATE GHOUL

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (piece of rotting flesh and an onyx gemstone worth 100 gp)

Duration: Instantaneous

You raise one Medium or Small humanoid corpse as a ghoul under your control. Any class levels or abilities the creature had in life are gone, replaced by the standard ghoul stat block.

At Higher Levels. When you cast this spell using a spell slot of 3rd level, it can be used on the corpse of a Large humanoid to create a Large ghoul. When you cast this spell using a spell slot of 4th level, this spell creates a ghastr, but the material component changes to an onyx gemstone worth at least 200 gp.

AS YOU WERE

2nd-level necromancy

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a piece of flesh from a creature of the target's race)

Duration: Up to 24 hours

When cast on a dead or undead body, *as you were* returns that creature to the appearance it had in life while it was healthy and uninjured. The target must have a physical body; the spell fails automatically if the target is normally noncorporeal (banshee, ghost, wraith, et al.).

If *as you were* is cast on a corpse, its effect is identical to *gentle repose* except that the corpse's appearance is restored to that of a healthy, uninjured (albeit dead) person.

If the target is an undead creature, it also is restored to the appearance it had in life, even if it died from disease or from severe wounds, or centuries ago. The target looks, smells, and sounds (if it can talk) as it did in life. Friends and family can tell something is wrong only with a successful Wisdom (Insight) check against your spell save DC, and only if they have reason to be suspicious (knowing the person should be dead is sufficient reason). Spells and abilities that detect undead are also fooled, but the creature remains susceptible to Turn Undead as normal.

This spell doesn't confer speech on undead that normally can't speak. The creature eats, drinks, and breathes as a living creature does; it can mimic sleep, but it has no more need for it than it had before. Any amount of radiant, necrotic, or Constitution damage immediately ends this spell.

If this spell is cast on an undead creature that isn't your ally or under your control, it makes a Charisma saving throw to resist the effect.

BLOOD AND STEEL

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

When you cast this spell, you cut your hand and take 1d4 slashing damage that can't be healed until you take a long rest. Then touch a construct; it must make a successful Constitution saving throw or be charmed by you for the duration. If you or your allies are fighting the construct, it has advantage on the saving throw. Even constructs that are immune to charm can be affected by this spell.

While the construct is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "attack the ghouls," "block the bridge," or "fetch that bucket." If the construct completes the order and doesn't receive further direction from you, it defends itself.

You can use your action to take total and precise control of the target. Until the end of your next turn, the construct takes only the actions you specify and does nothing you haven't ordered it to do. During this time, you can also cause the construct to use a reaction, but this requires you to use your own reaction as well.



Each time the construct takes damage, it makes a new Constitution saving throw against the spell. If the saving throw succeeds, the spell ends.

If the construct is already under your control when the spell is cast, it gains an Intelligence of 10 (unless its own Intelligence is higher, in which case it retains the higher score) for 4 hours. The construct is capable of acting independently, though it remains loyal to you for the spell's duration. You can also grant the target a bonus equal to your Intelligence modifier on one skill in which you have proficiency.

At Higher Levels. When you cast this spell with a 5th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours.

BLOOD ARMOR

3rd-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V, S (you must have just struck a foe with a melee weapon)

Duration: 1 hour

When you strike a foe with a melee weapon attack, you can immediately cast *blood armor* as a bonus action. The foe you struck must contain blood; targets that don't bleed don't satisfy the requirement for *blood armor*. The blood flowing from your foe magically increases in volume and forms a suit of armor around you, granting you armor class 18 + your Dexterity modifier for the spell's duration. Blood armor has no Strength requirement, doesn't hinder spellcasting, and doesn't incur disadvantage on Dexterity (Stealth) checks.

If the creature you struck was celestial, *blood armor* also grants you advantage on Charisma saving throws.

BLOOD LURE

2nd-level enchantment

Casting Time: 1 action

Range: 10 ft.

Components: V, S, M (blood pool)

Duration: 1 minute

You point at any open liquid (a jar, a bowl, even a puddle) that contains at least a quart of blood. It flashes momentarily with sparkling light before regaining its former hue. Predators and creatures that feed on blood, including undead such as vampires, within 60 feet must make Charisma saving throws. Creatures with Keen Smell or any similar scent-boosting ability have disadvantage on the saving throw, while undead that feed on blood have

advantage on the saving throw. Those that fail are drawn toward the blood; they must move toward it unless impeded.

Once an affected creature reaches the blood, it tries to consume it, foregoing all other actions while the blood is present. A successful attack against an affected creature ends the effect, as does the complete consumption of the blood, which requires just 1 action by an affected creature.

BLOOD SPOOR

4th-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a drop of the quarry's blood)

Duration: Concentration, up to 10 minutes

By touching a drop of your quarry's blood (spilled or drawn within the past hour), you can follow its trail unerringly across any surface or under water, no matter how fast you are moving. If your quarry takes flight, you can follow its trail along the ground or through the air if you have means to fly.

If your quarry moves magically (such as through a *dimension door* or via a *teleport* spell), you sense its trail as a straight path from where the magical movement started to where it ended. Such a vector may lead through lethal or impassable barriers. This spell even reveals the path of those using *pass without trace*, but it fails to locate creatures protected by *nondetection* or by other effects that prevent scrying or cause divination spells to fail. If your quarry moves to another plane, its trail ends without trace, but *blood spoor* picks up the trail again if the caster shifts to the same plane as the quarry before the spell expires.

BLOOD TIDE

Necromancy cantrip

Casting Time: 1 action

Range: 25 ft.

Components: V

Duration: 4 rounds

When you cast this spell, the targeted creature must succeed on a Constitution saving throw or bleed from its nose, eyes, ears, and mouth. This bleeding causes no damage but imposes a -2 penalty on the creature's Intelligence, Charisma, and Wisdom checks. *Blood tide* has no effect on undead or constructs.

A bleeding creature might also attract the attention of creatures such as stirges, sharks, or giant mosquitoes, depending on the circumstances.

A *cure wounds* spell stops the bleeding before the spell's duration expires, as does a successful DC 10 Wisdom (Medicine) check.

The duration increases to 2 minutes at 5th level, 10 minutes at 11th level, and 1 hour at 17th level.

BLOODSHOT

2nd-level conjuration

Casting Time: 1 action

Range: 40 feet

Components: V, S

Duration: Instantaneous

You launch a jet of boiling blood from your eyes at a target within 40 feet of you. You take 1d6 necrotic damage and make a ranged spell attack against the target. If the attack hits, the target takes 2d10 fire damage plus 2d8 psychic damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the fire damage increases by 1d10 for each slot level above 2nd.

BLOODY SMITE

1st-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon pulses with a dull, red light and the attack deals an extra 1d6 necrotic damage to the target. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 necrotic damage, it bleeds profusely from the mouth, and it can't speak intelligibly or cast spells with a verbal component. On a successful save, the spell ends. If the target or an ally within 5 feet of it uses an action to tend the wound with a successful Wisdom (Medicine) check against your spell save DC or the target receives magical healing, the spell ends.

CAUSTIC BLOOD

2nd-level transmutation

Casting Time: 1 reaction

Range: Self

Components: V, S

Duration: Concentration, special

Your blood becomes caustic when exposed to the air. When you take damage, you can use your reaction to select up to three targets within 30 feet of you. Each target takes 1d10 acid damage unless it makes a successful Dexterity saving throw.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the number of targets increases by 1 for each slot level above 2nd.

CONJURE UNDEAD

3rd-level conjuration

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a humanoid skull)

Duration: Concentration, up to 1 hour

You summon a shadow to do your bidding. The creature appears in an unoccupied space that you can see within range. The creature is friendly to you and your allies for the duration. Roll initiative for the shadow, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the creature, it defends itself from hostile creatures but otherwise takes no actions. The shadow disappears when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level, you can choose to summon a wight or a shadow. When you cast this spell with a spell slot of 5th level, you can choose to summon a ghost, a shadow, or a wight.

CRUOR OF VISIONS

5th-level divination

Casting Time: 1 minute

Range: Self

Components: V, S, M (a bone needle and catchbasin)

Duration: Concentration, up to 5 minutes

You prick your finger with a bone needle as you cast this spell, taking 1 necrotic damage. This drop of blood must be caught in a container such as a platter or a bowl, where it grows into a pool 1 foot in diameter. This pool acts as a *crystal ball* for the purpose of scrying.

If you place a drop (or dried flakes) of another creature's blood in the *cruor of visions*, the creature has disadvantage on any Wisdom saving throw to resist scrying. Additionally, you can treat the pool of blood as a *crystal ball of telepathy* (see the *crystal ball* description in the Fifth Edition rules).

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the pool of blood acts as either a *crystal ball of mind reading* or a *crystal ball of true seeing* (your choice when the spell is cast).

DOOM OF BLUE CRYSTAL

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a blue crystal)

Duration: Concentration, up to 3 rounds

You are surrounded by a field of glowing, blue energy lasting 3 rounds. Creatures within 5 feet of you

(including yourself) must make a Constitution saving throw when the spell is cast and again at the start of each of your turns while the spell is in effect. A creature whose saving throw fails is restrained; a restrained creature whose saving throw fails is paralyzed; and a paralyzed creature whose saving throw fails is petrified and transforms into a statue of blue crystal. As with all concentration spells, you can end the field at any time (no action required). If you turn to crystal, the energy field ends after all affected creatures make their saving throws. Restrained and paralyzed creatures recover immediately when the spell effect ends, but petrification is permanent.

Crystal creatures can see, hear, and smell normally, but they don't need to eat or breathe. If *shatter* is cast on a crystal creature, it must succeed on a Constitution saving throw against the caster's spell save DC or be killed. If a crystal statue is broken or damaged, the subject has similar damage when its petrification ends.

Creatures transformed into blue crystal can be restored with *dispel magic*, *greater restoration*, or comparable magic.



DOOM OF CONSUMING FIRE

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a dead coal or a fistful of ashes)

Duration: Concentration, up to 1 minute

This spell wreathes you in cold, purple fire that damages creatures near you. You take 3 (1d6) cold damage each round for the duration of the spell. Creatures within 5 feet of you when you cast the spell, and at the start of your turns while the spell is in effect, take 4 (1d8) cold damage.

At Higher Levels. When you cast this spell using a slot of 3rd level, the radius of the spell extends to 10 feet, damage to you is 4 (1d8) cold damage, and damage to other creatures is 5 (1d10) cold damage. When you cast this spell using a slot of 4th level, the radius of the spell extends to 15 feet, damage to you is 5 (1d10) cold damage, and damage to other creatures is 6 (1d12) cold damage. When you cast this spell using a slot of 5th level, the radius of the spell extends to 20 feet, damage to you is 6 (1d12) cold damage, and damage to other creatures is 10 (1d20) cold damage.

DOOM OF THE CRACKED SHIELD

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Until expended

Doom of the cracked shield is cast on a melee weapon. The next time that weapon is used, it destroys the target's nonmagical shield or damages nonmagical armor, in addition to the normal effects of the attack. If the foe is using a nonmagical shield, it crumbles into sawdust and rust. If the foe doesn't use a shield, its nonmagical armor is permanently reduced in effectiveness by 2 points. If the target doesn't use armor or a shield, the spell is expended with no effect.

DOOM OF DANCING BLADES

3rd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

When you cast *doom of dancing blades*, you create 1d4 illusory copies of your weapon that float in the air 5 feet from you. These images move with you, spinning,

shifting, and mimicking your attacks. When you are hit by a melee attack but the attack roll was within 3 of your armor class, one illusory weapon parries the attack; you take no damage and the illusory weapon is destroyed. When you are hit by a melee attack that an illusory weapon can't parry (the attack roll succeeds by 4 or more), you take only half damage from the attack and an illusory weapon is destroyed. Spells and effects that don't require an attack roll or that affect an area affect you normally and don't destroy any illusory weapons.

If you make a melee attack that scores a critical hit while *doom of dancing blades* is in effect on you, all your illusory *dancing blades* also strike the target and do 1d8 bludgeoning, piercing, or slashing damage (your choice) each.

An attacker must be able to see the illusory weapons to be affected. The spell has no effect if you are invisible or in total darkness, or on blind creatures.

DOOM OF DISENCHANTMENT

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 5 rounds

When you cast *doom of disenchantment*, your armor and shield glow with unholy light. When a creature hits you with an attack, the spell counters any augmenting magic granting the attack a bonus to hit (but not advantage) or bonus damage. For example, a +1 *weapon* would still be considered magical but it gets neither +1 to hit nor damage against a target under a *doom of disenchantment*. The doom also momentarily suppresses other magical abilities or spell-like abilities of the attack. A *sword of wounding*, for example, can't cause ongoing wounds on you and you recover hit points normally. If the attack was a spell or spell-like ability, it's affected as if you'd cast *counterspell*, using Charisma as your spellcasting ability. Spells with a duration of instantaneous, however, are unaffected.

DOOM OF THE EARTHEN MAW

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 rounds

The ground within 30 feet of the point you designate turns into filthy and slippery muck, so that those in the area sink down to a watery death. This spell affects sand, earth, mud, or ice, but not stone, wood, or other material. For the duration, the ground in the affected area is difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the mud until the spell ends. A restrained creature can free itself by using an action to make a successful Strength saving throw. Creatures that free themselves or that enter the area after the spell was cast are affected by the difficult terrain but don't become restrained.

Each round, a restrained creature sinks deeper into the muck. A Medium or smaller creature that is restrained for 3 rounds becomes completely submerged at the end of its third turn. A Large creature becomes submerged after 4 rounds. Submerged creatures begin suffocating if they aren't holding their breath. Creatures that are still submerged when the spell expires are sealed beneath the newly-solid ground. At that point, they can escape only if someone else digs them out or they have a burrowing speed.

DOOM OF SERPENT COILS

4th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (vial of poison)

Duration: Instantaneous

You drink a dose of venom or other poison and through the unholy power of your dark god, you spread the effect to other living things around you. If the poison normally allows a saving throw, you fail it automatically. You suffer the effect of the poison normally before spreading the poison to all other living creatures within 10 feet of you. Instead of making the usual saving throw against the poison, creatures around you make a Constitution saving throw against the spell. A target whose saving throw succeeds suffers no damage or other effect from the poison and is immune to further castings of *doom of serpent coils* for 24 hours. Targets that fail the saving throw don't take the poison's usual effect; instead, they take 14 (4d6) poison damage and are poisoned. While poisoned this way, a creature repeats the saving throw at the end of its turn. On a failure, it takes

14 (4d6) poison damage and is still poisoned. On a success, it's no longer poisoned and it's immune to further castings of *doom of serpent coils* for 24 hours.

Multiple castings of *doom of serpent coils* have no additional effect against creatures that are already poisoned by it. The effect can also be ended by *protection from poison* or comparable magic.

DOOM OF THE SLIPPERY ROGUE

2nd-level conjuration

Casting Time: 1 action

Range: 40 feet

Components: V, S, M (bacon fat)

Duration: 1 minute

A *doom of the slippery rogue* spell covers a 20-foot-by-20-foot area of wall or floor with a thin coating of bacon fat or similar grease. Climbers must make a successful DC 20 Strength (Athletics) check or immediately fall from the surface unless they're held in place by ropes or other climbing gear. A creature standing on an affected floor falls prone unless it makes a successful Dexterity saving throw. Movement through the affected area is done at half speed (this is cumulative with the usual halving for climbing), and any movement must be accompanied by a Dexterity (walking) or Strength (climbing) saving throw. If the saving throw fails, the moving creature falls.

EXSANGUINATING CLOUD

5th-level necromancy

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Concentration, up to 5 minutes

When you cast this spell, a rose-colored mist billows up from the spot you indicate within range, obscuring sight and draining blood from living creatures. The cloud spreads around corners. It lasts for the duration or until strong wind disperses it, ending the spell. Its area is heavily obscured.

This cloud leeches the blood or similar fluid from creatures in the area. It doesn't affect undead or constructs. Any creature in the cloud when it's created or at the start of your turn takes 21 (6d6) necrotic damage and gains one level of exhaustion; a successful Constitution saving throw halves the damage and prevents gaining exhaustion.

HOBBLE MOUNT

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

When you cast *hobble mount* as a successful melee spell attack against a horse, wolf, or other four-legged or two-legged beast being ridden as a mount, that beast is disabled so that it can't move at its normal speed without incurring injury. An affected creature that moves more than half its base speed in a turn takes 2d6 bludgeoning damage.

This spell has no effect on a creature that your GM deems to not be a mount.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d6 for each slot level above 1st.



HONE BLADE

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small whetstone or lodestone chip)

Duration: Until expended

You magically sharpen the edge of any bladed weapon or object. The target weapon gets +1 to damage on its next successful hit.

MEMENTO MORI

1st-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You transform yourself into a horrifying vision of death, rotted and crawling with maggots, exuding the stench of the grave. All creatures that see you must succeed on a Charisma saving throw or be stunned until the end of your next turn.

A creature that succeeds on the saving throw is immune to further castings of this spell for 24 hours.

SANGUINE HORROR

5th-level conjuration

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a miniature dagger)

Duration: Concentration, up to 1 hour

When you cast this spell, you prick yourself with the focus, taking 1 piercing damage. The spell fails if this damage is prevented or negated in any way. From the drop of blood, you conjure a blood elemental. The blood elemental is friendly to you and your companions for the duration. It disappears when it's reduced to 0 hit points or when the spell ends.

Roll initiative for the elemental, which has its own turns. It obeys verbal commands from you (no action required by you). If you don't issue any commands to the blood elemental, it defends itself but otherwise takes no actions. If your concentration is broken, the blood elemental doesn't disappear, but you lose control of it and it

becomes hostile to you and your companions. An uncontrolled blood elemental cannot be dismissed by you, and it disappears 1 hour after you summoned it.

See "New Monsters" for details on the blood elemental.

ST. BLUSEN'S REAVER SPIRIT

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You inspire allies to fight with the savagery of berserkers. You and allies you can see within range have: advantage on Strength checks and Strength saving throws; resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons; and a +2 bonus to damage with melee weapons.

When the spell ends, all affected creatures must succeed on a Constitution saving throw or gain 1d4 levels of exhaustion.



At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the melee damage bonus increases by 1 for each slot level above 2nd.

ST. PARVALAS'S RISEN ROAD

4th-level transmutation

Casting Time: 1 minute

Range: 50 miles

Components: V, S, M (a bentwood stick)

Duration: 2-12 hours

When you cast this spell, you open a glowing portal into the plane of shadow. The portal remains open for 1 minute, until 10 creatures step through it, or until you collapse it (no action required). Stepping through the portal places you on a shadow road leading to a destination within 50 miles, or in a direction specified by you. The road is in ideal condition. You and your companions can travel it safely at a normal pace, but you can't rest on the road; if you stop for more than 10 minutes, the spell expires and dumps you back into the real world at a random spot within 10 miles of your starting point.

The spell expires 2d6 hours after being cast. When that happens, travelers on the road are safely deposited near their specified destination or 50 miles from their starting point in the direction that was specified when the spell was cast. Travelers never incur exhaustion no matter how many hours they spent walking or riding on the shadow road. The temporary shadow road ceases to exist; anything left behind is lost in the shadow realm. Each casting of St. Parvalas's risen road creates a new shadow road.

A small chance exists that a temporary shadow road might intersect with an existing shadow road, opening the possibility for meeting other travelers or monsters, or for choosing a different destination mid-journey. The likelihood is entirely up to the GM. See the Midgard Campaign Setting for further details on shadow roads.

ST. WHITESKULL'S BORROWING

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a polished vampire's fang)

Duration: 1 minute

By touching a target, you gain one sense, movement type and speed, feat, language, immunity, or extraordinary ability of the target for the duration of the spell. The target also retains the use of the borrowed ability. An unwilling target prevents the effect with a successful Constitution saving throw. The target can be a living creature or one that's been dead no longer than 1 minute; a corpse makes no

saving throw. You can possess only one borrowed power at a time.

At Higher Levels. When you cast this spell using a spell slot of 5th level, its duration increases to 1 hour. Additionally, the target loses the stolen power for the duration of the spell.

SHROUD OF DEATH

4th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of ice)

Duration: Concentration, up to 10 rounds

You call up a black veil of necrotic energy that devours the living. You draw on the life energy of all living creatures within 30 feet of you that you can see. When you cast the spell, every living creature within 30 feet of you that you can see takes 1 necrotic damage, and all those hit points transfer to you as temporary hit points. The transfer increases to 2 points per creature at the start of your second turn with the spell, 3 per creature at the start of your third turn, and so on. All living creatures you can see within 30 feet of you at the start of your turns are affected. There is no saving throw; creatures can avoid the effect by moving more than 30 feet from you or by getting out of your line of sight, but they become susceptible again if they move back into the spell's area of effect. The temporary hit points last until the spell expires.

STANCH

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

The target's blood coagulates rapidly, so that a dying target stabilizes and any ongoing bleeding or wounding effect on the target ends. The target can't be the source of blood for any spell or effect that requires even a drop of blood.

STRENGTH OF THE UNDERWORLD

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (unholy symbol of a deity of the dead)

Duration: 1 minute

You call on the power of the dark gods of the afterlife to strengthen the target's undead energy. The spell's target has advantage on saving throws against Turn Undead while the spell lasts.

If this spell is cast on a corpse that died from darakhul fever, the corpse gains a +5 bonus on its roll to determine whether it rises as a darakhul (see the darakhul entry in Tome of Beasts).

TIMELY DISTRACTION

2nd-level evocation

Casting Time: 1 action

Range: 25 feet

Components: V, S, M (a handful of sand or dirt thrown in the air)

Duration: 3 rounds

You call forth a swirling, crackling wave of constantly shifting pops, flashes, and swept-up debris. This chaos can confound one creature. If the target creature fails a Wisdom saving throw, roll 1d4 and consult the table below to determine the result. An affected creature repeats the saving throw at the end of its turn, ending the effect on a success. Otherwise, the spell expires after 3 rounds.

1d4 Effect

- 1 Blinded
- 2 Stunned
- 3 Deafened
- 4 Prone

VISAGE OF MADNESS

4th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

When you cast this spell, your face momentarily becomes that of a demon lord, frightful enough to drive enemies mad. Every foe that's within 30 feet of you and that sees you must make a Wisdom saving throw. A creature that fails claws savagely at its eyes, doing (1d6 + the creature's Strength modifier) piercing damage, is stunned until the end of its next turn, and is blinded for 1d4 rounds. A creature that rolls maximum damage against itself (a 6 on the d6) is blinded permanently.

VITAL MARK

3rd-level transmutation

Casting Time: 10 min.

Range: Touch

Components: V, S

Duration: 24 hours

You perform a ritual that marks one unattended magic item (including weapons and armor) with a clearly visible stain of your blood. The exact appearance of the bloodstain is up to you. The item's magical abilities don't function for anyone else as long as the bloodstain remains on it. For example, a +1 *flaming longsword* with a *vital mark* functions as a nonmagical longsword in the hands of anyone but the caster, but it still functions as a +1 *flaming longsword* for the caster who placed the bloodstain on it. A *wand of magic missiles* would be no more than a stick in the hands of anyone but the vital mark's caster.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher on the same item for 28 consecutive days, the effect becomes permanent until dispelled.

VOMIT TENTACLES

2nd level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of a tentacle)

Duration: 5 rounds

Upon casting this spell, your jaws distend and dozens of thin, slimy tentacles emerge from your mouth to grasp and bind your opponents. Make a melee spell attack against a foe within 15 feet of you. On a hit the target takes (2d6 + your Strength modifier) bludgeoning damage and is grappled (escape DC = your spell save DC). Until this grapple ends, the target is restrained and it takes (2d6 + your Strength modifier) bludgeoning damage at the start of each of your turns. You can grapple only one creature at a time.

The tentacles can be attacked to free a grappled opponent. Their armor class equals yours. If they take (5 + your Constitution modifier) slashing damage from a single attack, enough tentacles are severed to free a grappled opponent. Severed tentacles are replaced by new ones at the start of your turn. Damage done to the tentacles doesn't affect your hit points.

While the spell is in effect, you are incapable of speech and can't cast spells with verbal components.



BRYAN
SYME

WEAPON OF BLOOD

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of iron shavings)

Duration: Concentration, up to 1 hour

When you cast this spell, you inflict 1d4 slashing damage on yourself that can't be healed until after the blade created by this spell is destroyed or the spell ends. The trickling blood transforms into a dagger of red metal that functions as a +1 dagger.

At Higher Levels. When you cast this spell using a spell slot of 3rd level, the self-inflicted wound deals 3d4 slashing damage and the spell produces a +2 dagger. When you cast this spell using a spell slot of 6th level, the self-inflicted wound deals 6d4 slashing damage and the spell produces a +2 dagger of wounding. When you cast this spell using a spell slot of 9th level, the self-inflicted wound does 9d4 slashing damage and the spell produces a +3 dagger of wounding.

New Monster: Blood Elemental

Native to a lake of churning blood on an abyssal plain, blood elementals aren't true elementals, but they share many attributes with them. A blood elemental is a swirling, bubbling, ambulatory glob of blood the size of a hogshead cask. They are drawn to movement and they absorb whatever living creatures they find, increasing their own size and power in the process.

BLOOD ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities poison

Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, psychic

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsense 30 ft., passive Perception 10

Languages Primordial

Challenge 5 (1,800 XP)

Liquid Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Coagulate. Each time the elemental takes cold damage, its speed is reduced by 10 feet until the end of its next turn.

Destroyed by Water. If the blood elemental becomes entirely submerged in water, it dissipates and dies instantly.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

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Blood Drain (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Constitution saving throw. On a failure, a creature takes 13 (3d6 + 3) necrotic damage and, if it is Large or smaller, it is grappled (escape DC 13). A grappled creature is restrained and unable to breathe. If the saving throw is successful, the creature is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. If Blood Drain inflicts 30 or more necrotic damage, the elemental grows in size as though affected by an *enlarge* spell.

At the start of the elemental's turn, each target grappled by it takes 13 (3d6 + 3) necrotic damage. A creature within 5 feet of the elemental can pull a creature or object out of it by using an action to make a successful DC 15 Strength check.

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